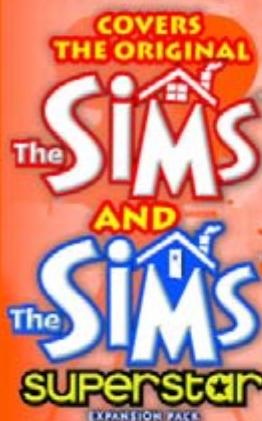


# PRIMA'S OFFICIAL STRATEGY GUIDE



# The Sims superstar

EXPANSION PACK

This game has received the following rating from the ESRB



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# **Prima's Official Strategy Guide**

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# Prima's Official Strategy Guide



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## Introduction

After years of dating, partying, vacationing, and dog training, the time has come to get serious about your career. *Sims Superstar* is the first expansion pack to follow you from the house to your job, spanning a vast new neighborhood called Studio Town, a glittery entertainment mecca with nine all-new Community Lots. You ride the car pool to your first gig in Studio Town, and if you play your cards right, you drive home in a pink limousine, just in time to give your Butler his instructions for an evening party.

But don't make the mistake of thinking this is a studio tour ride. The road from Nobody to Superstar is paved with broken dreams, and only a few celebrities make it to the coveted "Who's Hot in Studio Town?" list. You must develop your talents as actor, singer, and model, and if you make the right friends (and step on the right people), you might make it to the top.

*Sims Superstar* introduces over 120 new items, including nine unique Community Lots, at which your Sim performs for producers, directors, and finicky clothing designers. At home, find new luxury objects befitting an up-and-coming celebrity, such as a full-size Scuba Tank, Skydiving Simulator, and Oxygen Bar.



This guide covers the many new features of *Sims Superstar*, including a glossary of objects, complete Fame tutorial, and detailed strategies for managing your Sim's career. After selling millions of copies, *The Sims* still attracts new converts every day, so we also cover the original game, with detailed interaction tables and complete tutorials on all aspects of Sim life. So whether you're a veteran or a newbie, everything you need to find happiness and fulfillment as a Sim lies in these pages. The following previews what you find in this guide.

## Part I: THE SIMS

The first part takes you on a detailed tour through the original *Sims* game. We explain how a Sim thinks, acts, and reacts in various situations; and we teach you how to select and blend your Sim's personality traits. Next comes the Motives, the eight primal urges that drive all Sims. We cover each Motive in detail and show how to manipulate your Sim's world to create happiness and contentment.

Sims are very social creatures, which can be a blessing or a curse. We demonstrate how and why a Sim interacts with others and explain the benefits and pitfalls that accompany every short-term and long-term relationship. If your Sim's future includes marriage and children, find out what to expect when the blessed day arrives.

Sims spend simoleans at a staggering rate, so you must think about a job and a successful career. We cover all the career paths, with extensive tables detailing salaries, work schedules, and promotion requirements.

After analyzing the Sim psyche from all directions, we shift our focus to the physical world, which consists of a home and its many objects. Our building tutorials take you through every step of the construction process, from framing the wall to slapping on the final coat of paint or wallpaper. Our topics include walls, windows, doors, wall coverings, stairways and second stories, pools, and landscaping.

A Sim home is empty until you fill it with stuff, and we provide facts and statistics on every object you can buy—over 120 items in all. In addition to data and descriptions, we use detailed lists and tables to show how items relate to one another and how some objects can alter the effectiveness of others.

## Part 2: Sims Superstar

We begin the second section of our guide with “Welcome to Studio Town,” including a tour of the following all-new Community Lots:

- KWLW Studios
- Fairchild Film Studios
- Meeker Studios
- Midlock Multiplex
- Studio Town Center
- Buckingham Galleries
- Music For the Eyes, Inc.
- Cameron’s Lounge
- The Gast District

Next, we delve inside the complex Fame career. The “Almost Famous” and “Art of Schmoozing” sections include tips and strategies for all ten career levels. We explain how *Sims Superstar* calculates Starpower, offer strategies for developing Famous Friends, teach you how to deal with Obsessed Fans, and show you how to keep your Sim from having a Nervous Breakdown.

In “Lights, Camera, Action!” we take you through an entire career, from the Karaoke Stage to the Movie Set. Finally, the “New Objects” section includes pictures and data for over 120 new objects, providing easy reference to the necessities of a celebrity lifestyle.

There you have it—everything you need to transform your Sim from an off-key Karaoke crooner to the highest paid entertainer in Studio Town. In *Sims Superstar* all that glitters really is gold—if you possess the stuff that stars are made of!



PART I:



CHAPTER 1:  
WHAT'S YOUR SIM SIGN?

## Introduction

When you are charged with the solemn task of creating a Sim from scratch, you have 25 points to distribute over five traits: Neat, Outgoing, Active, Playful, and Nice. Whether we admit it or not, all of us have an inherent wish to be perfectly balanced people (or Sims). Of course, you can take the easy way out and award five points in every category, creating a generic Sim. You'll spend less time managing a middle-of-the-road Sim because in most situations, he or she will do the right thing. If you'd rather play it safe, skip this chapter and move right to "Motives: I Want, I Need; Therefore, I Am a Sim." If not, read on as we describe the subtle (and sometimes dramatic) outcomes that your Sim's personality ratings will inspire.

## It's in the Stars

As you play with the personality bars, you'll note the changing zodiac sign that appears on the screen. Of course, a serious astrologer would argue that a true personality profile is based on much more than five traits. However, if you have a basic understanding of newspaper horoscopes, you'll be able to recognize yourself, or someone close to you, as you create a Sim personality. In the next section we'll look at each trait and examine the potential effects of your ratings in various game situations. But first, let's take a look at basic interpersonal compatibility as seen through the eyes of the zodiac. The following table gives you the best and worst matchups for friends and lovers. This doesn't necessarily imply that any other Relationship outside of the table is doomed; it is merely an indication of how hard you'll have to work on it.

### Sims Zodiac Compatibility Table

SIGN	ATTRACTED TO	REPULLED BY
Aries	Gemini/Taurus	Cancer/Libra
Taurus	Aries/Libra	Virgo/Cancer
Gemini	Pisces/Virgo	Capricorn/Aries
Cancer	Taurus/Scorpio	Gemini/Aries
Virgo	Aquarius/Sagittarius	Leo/Taurus
Libra	Virgo/Cancer	Pisces/Scorpio
Scorpio	Pisces/Leo	Libra/Aquarius
Sagittarius	Pisces/Capricorn	Libra/Scorpio
Leo	Sagittarius/Cancer	Capricorn/Gemini
Capricorn	Aquarius/Taurus	Leo/Gemini
Aquarius	Capricorn/Sagittarius	Scorpio/Virgo
Pisces	Scorpio/Gemini	Leo/Aries

## Personality Traits

The following sections review what you can expect from each type of Sim, with examples of how different personality traits will manifest during the game. For our purposes, we'll divide the ratings bar into three sections: Low (1–3), Average (4–7), and High (8–10). These numbers correspond to the number of light blue bars to the right of each trait.

### Neat

#### Low

Don't expect these Sims to pick up their dirty dishes, wash their hands after using the bathroom, or take timely showers. They are perfectly content to let others clean up their messes.



**Fig. 1-1.** The kitchen floor is a perfect place for this messy Sim's snack leavings.



**Fig. 1-3.** This fastidious Sim goes straight to the bathtub after a hard day's work.

## Medium

At least these Sims keep themselves relatively clean, and you can depend on them to clean up their own messes. Occasionally, they'll even clean up another Sim's garbage, but you might have to intervene if you have several cleanup items that need attention.



**Fig. 1-2.** After slopping water all over the bathroom during his shower, this moderately Neat Sim mops up his mess before leaving the room.

## High

A super-Neat Sim always checks the vicinity for dirty dishes and old newspapers, and of course, personal hygiene is a big priority. One of these Sims can compensate for one or two slobs in a household.

## Outgoing

### Low

Shy, reserved, Sims have less pressing needs for Social interaction, so it will be more difficult to pursue friendships with other Sims, although they can still carry on stimulating conversations. Within their own home, a shy Sim may be less interested in receiving hugs, kisses, and back rubs, so if you are looking for romance, it would be a good idea to find a compatible target (see zodiac chart on p. 9).



**Fig. 1-4.** This Sim cringes at the thought of a back rub—poor guy.

## Medium

It will be a little easier to get this Sim to mix with strangers and enjoy a little intimacy from his housemates. Don't expect a party animal, but you'll be able to entice your guests into most activities.



Fig. 1-5. Come on everyone, let's hit the pool!

## High

This Sim needs plenty of Social stimulation to prevent his or her Social score from plummeting. You'll have no trouble throwing parties or breaking the ice with just about any personality type.



Fig. 1-6. This outgoing Sim is still unconscious from last night's pool party, and she has inspired the close friendship of another man. Hmm.

## Active

### Low

Forget about pumping iron or swimming 100 laps at 5:00 a.m. These Sims prefer a soft easy chair to a hard workout. A sofa and a good TV are high on their priority list. In fact, if they don't get their daily ration of vegging, their Comfort scores will suffer.



Fig. 1-7. This Sim says "No way!" to a session on the exercise bench.

## Medium

These Sims strike a good balance between relaxing and breaking a sweat. They dance, swim, and even shoot hoops without expressing discomfort.



Fig. 1-8. His Active rating is only a four, but that doesn't stop this Sim from shooting hoops in his jammies.

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## High

Active Sims like to pick up the pace rather than fall asleep on the sofa in front of the TV. Get these Sims a pool, basketball hoop, or exercise bench, and plan on dancing the night away with friends.



Fig. 1-9. Even in her business suit, this active Sim will gladly leave Mortimer on the sofa and pump some iron in the backyard.

## Playful

### Low

Get these Sims a bookcase, a comfortable chair, and plenty of books. If reading isn't an option, looking at a painting or playing a game of chess will do just fine.



Fig. 1-10. There's always time to watch the fish, for this less-than-playful Sim.

## Medium

These well-rounded Sims are usually receptive to a good joke and don't mind a little tickling. They may not be the first ones on the dance floor, but they'll join in with a good crowd.



Fig. 1-11. This Sim is Playful enough to dance, even though she is overdue for a shower.

## High

Can you spell P-A-R-T-Y? These Sims love to have a few drinks, dance to good music, and invite lots of guests over to the house. They love telling jokes, and they are usually ready to laugh at others' stories.



Fig. 1-12. This Playful kid would get the Maid in the pool for a game of chicken, if only she would respond.

# CHAPTER 1: WHAT'S YOUR SIM SIGN?

## Nice

### Low

There is nothing redeeming about a grouchy Sim. They are always ready to tease or insult their friends, and they love to brag. A Sim with a low Nice rating should be dropped from your guest list immediately, or asked to leave if he or she shows up.



Fig. 1-13. Usually a compliment elicits a nice response, but not so with sourpuss.

### Medium

This Sim keeps an even keel about most things. Of all the traits, Nice is the least destructive if you award at least four points. Only the nastiest Sims can get under a medium-Nice Sim's skin.



Fig. 1-14. This Sim has time for a good tickle, even while mopping up the bathroom.

### High

These Sims just want to make the world a better place for everyone. If there was a Sim beauty contest, the winner would be extremely "Nice."



Fig. 1-15. Even after spending the night on the kitchen floor, this Sim still knows how to compliment her mate.

## Personality Tables

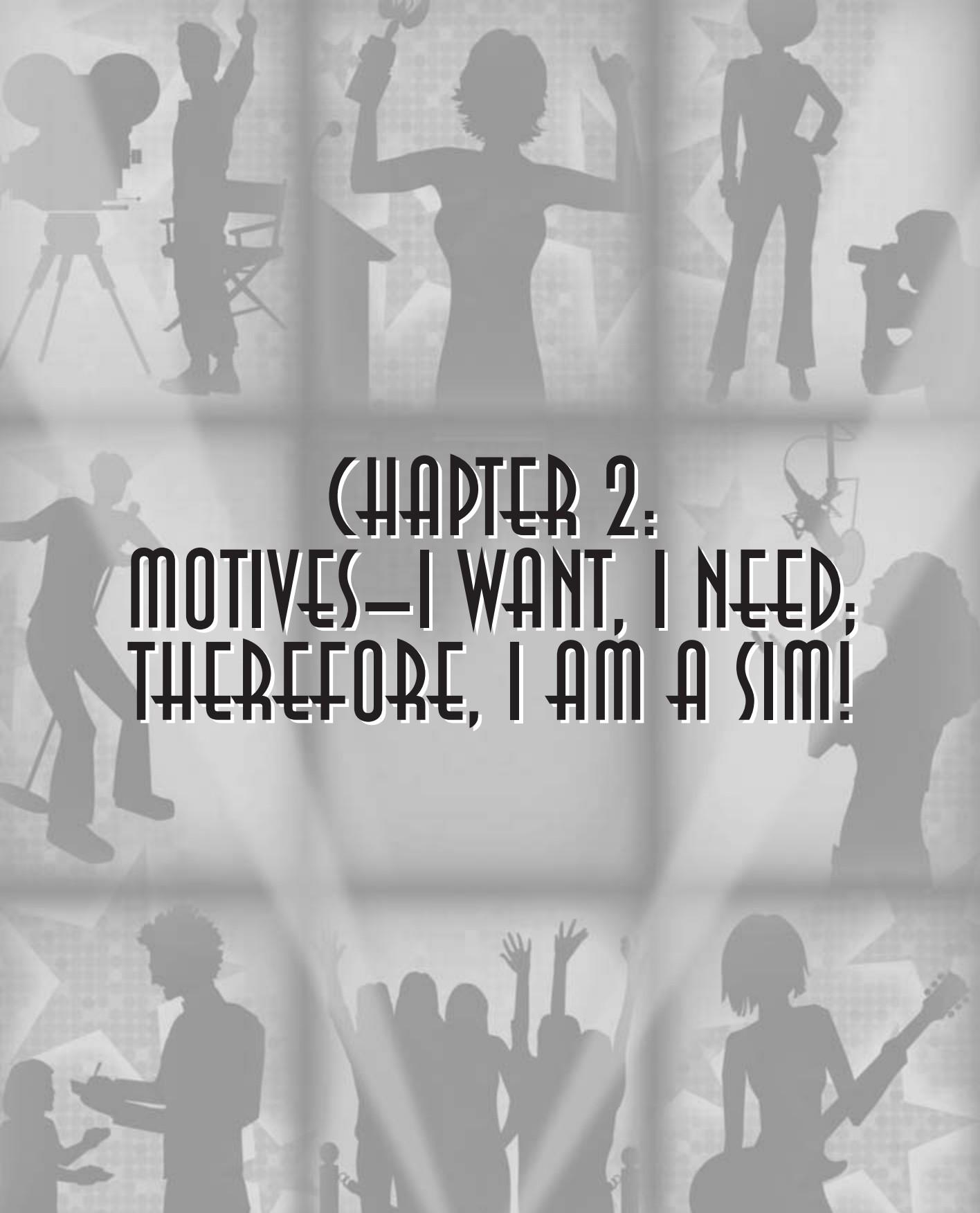
The following tables demonstrate how personality traits affect Fun scores and Skill development.

### Traits that Raise Max Fun Value

PERSONALITY TRAIT	RAISES MAX FUN SCORE FOR
Playful	Aquarium, Chess Table, Computer, Doll House, Flamingo, Pinball, TV (Cartoon Channel), VR Glasses
Serious (Low Playful)	Newspaper (Read)
Active	Basketball Hoop, Play Structure, TV (Action Channel)
Outgoing	Hot Tub, TV (Romance Channel)
Grouchy (Low Nice)	TV (Horror Channel)

### Skills Accelerated by Personality

SKILL	OBJECTS USED TO INCREASE SKILL	TRAIT ACCELERATOR
Creativity	Easel, Piano	Playful
Body	Exercise Machine, Swimming Pool	Active
Charisma	Medicine Cabinet, Mirrors	Outgoing



# CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

## Introduction

When you consider how many needs, traits, and desires make up a Sim's personality, it would be an injustice to call it AI. Never before has a computer-generated character interacted so completely with both the game and the gamer while maintaining a unique (and ever-changing) personality. Is it any wonder that *The Sims* has topped the PC sales chart for nearly two years running?

In the previous chapter we discussed a Sim's personality traits. It painted a broad picture of the various types of Sims you might encounter in the game, much the same as a newspaper horoscope tells a superficial story of a person's life. In this chapter, we advance from broad-brush personality traits to the eight powerful Motives that drive a Sim's every action. We cover each Motive in detail, but first, let's begin with a few basic definitions.

## What Is a Motive?

A Motive is, very simply, a need. Your Sims follow these needs, based on their own instincts and a little help from you. If you activate Free Will in the Options menu, your Sims will also make their own decisions, based on changing needs. After selecting a Motive to fulfill, be it Hunger or Hygiene, the Sim is "rewarded" with Motive points. These points raise the corresponding Motive score.

The eight Motive scores are displayed on the right side of the control panel. A Motive rating is considered positive if the bar is green, and negative if it is red. Internally, the game uses a 200-point system, with positive (green) ratings between 0 and 100, and negative (red) ratings from 0 to -100.

### TIP

*When any of the Sims' eight Motives drop below a certain level, a Sim will cease an activity that doesn't improve the Motive in distress. So, you'll see low-priority items drop out of the activity queue, or your Sim will add an activity that addresses the critical need.*

## CAUTION

*Without Free Will, your Sims depend entirely on your input to keep them alive. If you don't tell them to eat, they will starve, and eventually die.*

## Mood Rating

The game control panel also displays a Mood Rating, just to the right of the Sim character icons. If the rating is positive, you see up to five green bars displayed above the comedy/tragedy masks. When the Mood Rating is negative, it displays up to five red bars below the masks.

In calculating the Mood Rating, each of the eight Motives is weighted, based on how critical it is to sustaining a Sim's life. Hence, Hunger, Bladder, and Energy, which are all related to a Sim's physical well-being, carry more weight than the noncritical Motives such as Social, Fun, or Room. So, if a Sim is hungry and tired, as pictured in figure 2-1, the overall Mood Rating will be relatively low, even if several other Motives are high.



Fig. 2-1. This Sim kid's overall Mood Rating is barely positive, due to the fact that he is starving and low on Energy.

## The Motives

In the following sections we describe the eight Motives, using several tables to show you how and why a Sim reacts to different objects in the environment. By recognizing the relationships between Motives and objects, you'll begin to understand how a Sim considers a perpetual barrage of options. Once you do this, the only remaining question is, "Who is really in charge here, you or the Sim?"

### NOTE

*Aside from the overall Motive weighting system, each Sim suffers different rates of Motive depreciation based on personality traits. For example, a Playful Sim must have more "rewards" to maintain the Fun Motive bar. Similarly, an Outgoing Sim requires more interaction with other Sims to maintain the Social score.*

## Hunger

For obvious reasons, a Sim cannot survive for very long without food. We'll cover the details of food preparation in a later chapter, but for now let's focus on the basics. As long as you have a refrigerator, a Sim can enjoy a Snack, Quick Meal, Full Meal, or Group Meal (same as a Full Meal, except one of the Sims prepares several servings). In addition to preparing food, a Sim with a telephone can order out for Pizza, or enjoy food that was brought as a gift (Candy Box or Fruitcake). The Hunger Motive bar points awarded with each meal are outlined in the following table.



Fig. 2-2. This Sim family enjoys a meal together. Mom's Hunger bar is in the worst shape, so she has a second meal plate at the ready.

### Hunger Score for Each Meal, Snack, or Gift

MEAL TYPE	HUNGER MOTIVE BAR POINTS
Snack	9
Quick Meal	16
Full Meal	16
Group Meal (per serving)	16
Pizza (per serving)	33
Candy Box (gift)	3 (per serving, 12 servings per box)
Fruitcake (gift)	7 (per slice, 6 slices per box)

## Comfort

The next category listed in the Needs section of the control panel is considerably less important than Hunger. Sims like to be comfortable, and they love cushy chairs, oversized sofas, and supportive beds. Spending more money on these objects translates into greater Motive rewards. However, if your budget is tight, you must still furnish the house with basic furniture or your Sims will express their discomfort.

## CHAPTER 2: MOTIVES—I WANT, I NEED, THEREFORE, I AM A SIM!



Fig. 2-3. With only a cheap chair and loveseat, this Sim's Comfort score is mired in the red.

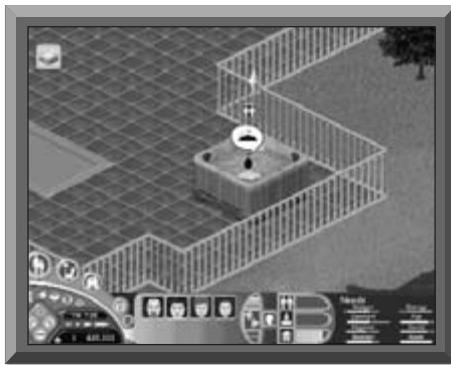


Fig. 2-4. Three out of four Motive scores are on the way up while this couple enjoys a hot tub soak.

Hunger, Bladder, Energy, and Comfort are the most demanding of Motives, because if any one score drops below a certain level, the Sim will immediately exit his or her current activity to remedy the deficit. The following table lists the exit triggers for each category.

### Mandatory Exit Factors

MOTIVE	SIM TYPE	EXITS CURRENT INTERACTION WHEN MOTIVE DROPS BELOW
Bladder	Resident	-85
Bladder	Visitor	-80
Comfort	Resident	-90
Comfort	Visitor	-60
Energy	Resident	-80
Energy	Visitor	-70
Hunger	Resident	-80
Hunger	Visitor	-40

### Hygiene

Bad Hygiene will never kill a Sim, although it may seriously gross out others in the immediate vicinity. Solving this problem is easy—have your Sims wash their hands or take a shower. You can also combine Hygiene with other Motives. Taking a bath boosts the Hygiene and Comfort scores, while a soak in the hot tub (with friends) rewards the Hygiene, Comfort, Social, and Fun Motive bars.

### Bladder

If you can't satisfy the Bladder urge, you'll be cleaning up puddles on the floor. Just make sure you find a bathroom before the Motive bar turns full red. A Sloppy Sim creates an additional risk by not regularly flushing the toilet. If you don't issue timely reminders, the toilet could get clogged, causing a major mess.

### TIP

*Pay special attention to the Bladder bar when your Sim spends time at the Beverage Bar or drinks a lot of coffee.*

### CAUTION

*The Hygiene score takes a nose dive if a Sim can't get to the bathroom in time and pees on the floor.*



**Fig. 2-5.** This Sim's Bladder is not quite full, but unless his guest vacates the bathroom soon, he could be in trouble.

## Energy

We're talking sleep, pure and simple. Ideally, a good night's sleep should turn the bar completely green. This will happen at varying rates, depending upon the quality of the mattress, so you can get by on less sleep if you splurge for an expensive bed. If your Sim can't get to the bedroom or a couch before the Energy bar turns completely red, the floor becomes your only option. If this happens, wake your Sim and find the closest bed. A night on the hard floor will degrade your Sim's Comfort level to zero, while only restoring partial energy.

If your Sim stays up too late playing computer games, a shot of espresso provides a temporary Energy boost, although it will also fill the Bladder at an increased rate. Espresso has a powerful effect, but it takes longer to consume, which could be a problem if the car pool driver is honking.



**Fig. 2-6.** It never hurts to send your kids to bed early, because if they are tired in the morning, a coffee jolt is not an option.

## Fun

Sims like to cut loose from the daily grind and have Fun, but depending upon their personalities, they prefer different activities. For example, a Playful Sim leans toward computer games, pinball machines, and train sets; while a more Serious Sim would rather sit down to a quiet game of chess or spend a few minutes gazing at a painting.



**Fig. 2-7.** These two Sims enjoy a game of pool after work.

Kids need to have more Fun than adults, and the effects of a single play session deteriorate faster for kids than for their older counterparts. Hence, it is a good idea to fill the house with plenty of juvenile diversions if you have children.

There are four different types of Fun activities: Extended, One-Time, Timed, and Endless. The following lists and tables provide additional information, including exit factors, for these pursuits.

### Extended Fun Activities

Sims exit the following extended activities after reaching the maximum Fun score for their personality types. Hence, a Playful, Active Sim will stay on the basketball court longer than a Serious Sim.

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- Basketball Hoop
- Bookshelf (reading)
- Dollhouse
- Computer (playing games)
- Pinball Machine
- Play Structure
- Stereo
- Toy Box
- Train Set
- TV
- VR Glasses

## One-Time Fun Activities

The following activities raise a Sim's Fun score once with each interaction. It may take several interactions with the same activity for a Sim to reach the maximum Fun level.

OBJECT	ACTION
Aquarium	Feed or watch fish
Baby	Play
Diving Board	Dive into the pool
Espresso Machine	Drink espresso
Fountain	View
Lava Lamp	View
Painting	View
Sculpture	View

## Timed (Pre-set) Fun Activities

As with the one-time activities listed above, a Sim may need to repeat the following activities to achieve maximum Fun points.

- Chess Set
- Pool Table

## Endless Fun

- Hot Tub: A Sim will stay in the tub until Fun, Comfort, Social, and Hygiene numbers reach maximum levels.
- Swimming Pool: A Sim will keep doing laps until another Motive takes effect, or until you assign him or her to another activity.

## Social

Sims crave other Sims, especially if they are Outgoing. Although they won't die without socializing, it is a good idea to devote a portion of each day to a group activity, even if it is a simple hot tub session with your Sim's mate, or a family meal.



Fig. 2-8. A casual conversation during breakfast raises this Sim's Social score.

The following table summarizes all of the possible Social interactions between adults and children. We take this one step further in the next chapter, "Interacting with Other Sims," where we examine Relationships.

## Adult-Child Interactions

ACTION	ADULT TO ADULT	CHILD TO CHILD	ADULT TO CHILD	CHILD TO ADULT
Apologize	X	—	—	—
Attack	X	X	—	—
Brag	X	X	X	X
Call Here	X	X	X	X
Cheer Up	X	X	X	X
Compliment	X	—	—	—
Dance	X	—	—	—
Entertain	X	X	X	X
Flirt	X	—	—	—
Give Back Rub	X	—	—	—
Give Gift	X	X	X	X
Hug	X	X	X	X
Insult	X	X	X	X
Joke	X	X	X	X
Kiss	X	—	—	—
Say Goodbye	X	X	X	—
Scare	X	X	X	X
Slap	X	—	—	—
Tag	—	X	—	—
Talk	X	X	X	X
Tease	X	X	X	X
Tickle	X	X	X	X

## Social Outcome Modifiers

You didn't expect a Sim Social encounter to be simple, did you? When one Sim communicates with another, several calculations determine the outcome. Factors include age (adult or child), sex, mood, and personality traits, not to mention the current state of their Relationship. Also, a Sim with strong Social needs (but few friends) may expect more from an encounter with a Sim who has similar needs.

The following table lists the factors that govern the choices that appear on a Social actions menu. For example, two Sims who are strangers are not likely to have the options to kiss or hug. Additionally, the table lists key factors that determine the eventual outcome.





rel = Relationship	age = Adult/Child
out = Outgoing	social = Social Motive Value
play = Playful	vis = Visitor
ff = Friend Flag	budget = Household Budget
ss = Same Sex	nice = Nice
rom = Romance Flag	body = Body

## Social Outcome Factors

INTERACTION	FACTORS THAT DETERMINE APPEARANCE ON THE MENU	FACTORS THAT DETERMINE OUTCOME
Apologize	rel	mood
Attack	age, nice, mood, rel	body
Back Rub	age, nice, mood, rel, out, ss	rel, out, ss
Brag	nice, out, social, rel	rel, mood
Cheer Up	ff, mood (of friend), nice	rel
Compliment	age, nice, out, mood, rel	rel, mood
Dance	age, mood, out, rel	rel, out, mood
Entertain	social, out, play, mood, rel	play, rel
Flirt	age, social, ss, out, mood, rel, rom	rel, mood, ss
Gift	vis, budget, nice, mood, rel	rel, mood
Hug	age, out, mood, rel, ss	rel, out, mood, ss
Insult	nice, mood, rel	nice
Joke	play, mood, rel	play, mood, rel
Kiss	ss, mood, rel, age	rel, mood, ss
Scare	nice, mood, play, rel	play, mood
Slap	age, nice, mood, rel	nice, mood
Talk	mood, rel, out	topics match
Tease	nice, mood, rel	rel, mood
Tickle	social, out, play, active, mood, rel	rel, play

## Room

This is a combined rating that analyzes the design and contents of the current room, and translates it into a Room score. Of all the Motives, Room is the least important. However, if you love your Sim, you'll want to create the best possible environment. The most important contributing factors to Room score are:

- **Light:** Sims hate dark rooms, so fill your house with sunlight (windows and paned doors), lamps, and wall lights.
- **Room Size:** Don't cramp your Sims into tiny rooms.
- **Corners:** As mentioned in the "Building a House" chapter, Sims love corners.
- **State of Repair:** Any items that are not functioning properly detract from the Room score (see following list).



Fig. 2-9. Who wouldn't love a kitchen like this? It's bright, roomy, nicely furnished, and packed with high-tech appliances.

## Negative Impact on Room Score

- Trash
- Floods
- Dirty plates
- Meals with flies
- Full trash cans/compactors
- Dead plants
- Puddle or ash pile
- Dead fish in aquariums
- Dirty objects (shower, toilet, tub)

The following table lists the positive or negative value of every object in *The Sims*.

## Room Score

OBJECT	STATE/TYPE	ROOM SCORE
Aquarium	Fish Alive	25
	Dirty	-25
	Dirty and/or Dead	-50
Ash	N/A	-10
Bar	N/A	20
Bed	Unmade (Any Bed)	-10
	Made Mission	30
	Made (Other than Mission)	10
Chair	Parisienne	25
	Empress	10
Clock (Grandfather)	N/A	50
Computer	Broken	-25
Counter	Barcelona	15
Desk	Redmond	15
Dresser	Antique Armoire	20
	Oak Armoire	10
Fire	N/A	-100

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OBJECT	STATE/TYPE	ROOM SCORE
Fireplace	Library Edition (No Fire)	20
	Library Edition (Fire)	75
	Worcestershire (No Fire)	15
	Worcestershire (Fire)	60
	Bostonian (No Fire)	10
	Bostonian (Fire)	45
	Modesto (No Fire)	5
	Modesto (Fire)	30
Flamingo	N/A	10
Flood	N/A	-25
Flowers	Healthy	20
(Outdoor)		
	Dead	-20
Flowers/Plants	Healthy	10
(Indoor)		
	Wilting	0
	Dead	-10
Food	Snack (Spoiled)	-15
	Fruitcake (Empty Plate)	-5
	BBQ Group Meal (Spoiled)	-20
	BBQ Single Meal (Spoiled)	-15
	Empty Plate	-10
	Pizza Slice (Spoiled)	-10
	Pizza Box (Spoiled)	-25
	Candy (Spoiled)	-5
	Group Meal (Spoiled)	-20
	Meal (Spoiled)	-25
	Quick Meal (Spoiled)	-20
Fountain	N/A	25
Flowers (Gift)	Dead	-10
	Alive	20
Lamp	Not Broken	10
Lava Lamp	N/A	20
Newspaper	Old Newspapers	-20
Piano	N/A	30

OBJECT	STATE/TYPE	ROOM SCORE
Pinball Machine	Broken	-15
Shower	Broken	-15
Sofa	N/A	20
(Deiter or Dolce)		
Stereo	Strings	25
Table	Mesa	15
	Parisienne	25
Toilet	Clogged	-10
Train Set	Small	25
Trash Can (Inside)	Full	-20
Trash Compactor	Full	-25
Trash Pile	N/A	-20
TV	Soma	20
	Broken (Any TV)	-15



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# Object Advertising Values

Earlier in the chapter we mentioned that Sims receive Motive rewards when they select an activity. If you are in complete control of your Sims (Free Will is off), you determine their choices. However, with Free Will on, Sims constantly poll their surroundings to compare which objects are "advertising" the most attractive rewards. The following table includes a Motive profile of every object in *The Sims*.

### Object Advertising Values

OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Aquarium	Clean & Restock	N/A	Room	30	Neat	Medium
	Feed Fish	N/A	Room	10	Nice	High
		N/A	Fun	10	Playful	High
	Watch Fish	N/A	Fun	10	Playful	High
Ash	Sweep Up	N/A	Energy	23	N/A	Medium
		N/A	Room	50	Neat	Medium
Baby	Play	N/A	Fun	50	Playful	Medium
Bar	Have Drink	N/A	Room	30	N/A	Low
	Grill	Barbecue	Energy	-10	N/A	Low
			Hunger	40	Cooking	Low
Basketball Hoop	Join	N/A	Fun	30	Active	High
		N/A	Social	20	N/A	Medium
		N/A	Energy	-20	N/A	Medium
	Play	N/A	Fun	30	Active	High
		N/A	Energy	-20	N/A	High
Bed	Make Bed	All Beds	Room	25	Neat	High
	Sleep	Double Bed (Cheap Eazzzz)	Energy	65	N/A	None
		Double Bed (Napoleon)	Energy	67	N/A	None
		Double Bed (Mission)	Energy	70	N/A	None
		Single Bed (Spartan)	Energy	60	N/A	None
		Single Bed (Tyke Nyte)	Energy	63	N/A	None
	Tuck in Kid	All Beds	Energy	160	Nice	None



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OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Bookcase	Read a Book	Bookcase (Pine)	Fun	10	Serious	High
		Bookcase (Amishim)	Fun	20	Serious	High
		Bookcase (Libri di Regina)	Fun	30	Serious	High
Chair (Living Room)	Sit	Wicker	Comfort	20	N/A	Medium
		Country Class	Comfort	20	N/A	Medium
		Citronel	Comfort	20	N/A	Medium
		Sarrbach	Comfort	20	N/A	Medium
Chair (Dining Room)	Sit	Werkbunnst	Comfort	25	N/A	Medium
		Teak	Comfort	25	N/A	Medium
		Empress	Comfort	25	N/A	Medium
		Parisienne	Comfort	25	N/A	Medium
Chair (Office/Deck)	Sit	Office Chair	Comfort	20	N/A	Medium
		Deck Chair	Comfort	20	N/A	Medium
Chair (Recliner)	Nap	Both Recliners	Energy	15	Lazy	High
		Both Recliners	Comfort	20	Lazy	Medium
		Both Recliners	Comfort	30	Lazy	Medium
Chess	Join	Chess Set	Fun	40	Outgoing	High
			Social	40	N/A	Medium
		Play	Fun	35	Serious	High
Clock (Grandfather)	Wind	N/A	Room	40	Neat	High
Coffee (Espresso Machine)	Drink Espresso	N/A	Energy	115	N/A	Medium
		N/A	Fun	10	N/A	High
		N/A	Bladder	-10	N/A	High
Coffeemaker	Drink Coffee	N/A	Bladder	-5	N/A	High
		N/A	Energy	115	N/A	Medium



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OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Computer	Play	Moneywell	Fun	30	Playful	High
		Microscotch	Fun	35	Playful	High
		Brahma	Fun	40	Playful	High
		Marco	Fun	50	Playful	High
	Turn Off	All Computers	Energy	220	Neat	Medium
Dollhouse	Play	N/A	Fun	30	Playful	High
	Watch	N/A	Fun	30	Playful	Medium
		N/A	Social	30	N/A	Medium
Easel	Paint	N/A	Fun	20	N/A	High
Flamingo	Kick	N/A	Mood	15	Grouchy	High
	View	N/A	Fun	10	Playful	High
Flood	Clean	N/A	Room	80	Neat	High
Flowers (Outdoor)	Stomp On	N/A	Mood	10	Grouchy	High
	Water	N/A	Room	20	Neat	Medium
Flowers/Plants Throw Out (Indoor)		N/A	Room	50	Neat	Medium
	Water	N/A	Room	25	Neat	Medium
Food	Clean	All Meal/ Snack Types	Room	20	Neat	Medium
	Prepare and Eat	BBQ Group Meal	Hunger	90	N/A	Low
		BBQ Single	Hunger	80	N/A	Low
		Candy	Hunger	30	N/A	Low
		Fruitcake (Group Meal)	Hunger	30	N/A	Low
		Fruitcake (Slice)	Hunger	80	N/A	Low
		Light Meal	Hunger	80	N/A	Low
		Pizza Box	Hunger	90	N/A	Low
		Pizza Slice	Hunger	80	N/A	Low
		Regular Group Meal	Hunger	90	N/A	Low
		Regular Single Meal	Hunger	80	N/A	Low
		Snack	Hunger	25	N/A	Low



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OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Fountain	Play	N/A	Fun	10	Shy	High
Refrigerator	Have Meal	All Fridges	Hunger	65	N/A	Low
	Have Snack	Llamark	Hunger	20	N/A	Low
		Porcina	Hunger	30	N/A	Low
		Freeze Secret	Hunger	40	N/A	Low
	Have Quick Meal	All Fridges	Hunger	55	N/A	Low
	Serve Meal	All Fridges	Hunger	70	Cooking	Low
		All Fridges	Energy	-10	N/A	Low
Gift (Flowers)	Clean	N/A	Room	30	Neat	Medium
Hot Tub	Get In	N/A	Fun	45	Lazy	High
		N/A	Comfort	50	N/A	High
		N/A	Social	25	Outgoing	Medium
		N/A	Hygiene	5	N/A	Medium
	Join	N/A	Comfort	30	N/A	Low
		N/A	Fun	50	Outgoing	Low
		N/A	Social	50	N/A	Low
		N/A	Hygiene	5	N/A	Medium
Lava Lamp	Turn On	N/A	Room	5	N/A	High
		N/A	Fun	5	N/A	High
Mailbox	Get Mail	N/A	Comfort	10	N/A	High
		N/A	Hunger	10	N/A	High
		N/A	Hygiene	10	N/A	High
		N/A	Room	10	N/A	High
Medicine Cabinet	Brush Teeth	N/A	Hygiene	25	Neat	Medium
Newspaper	Clean Up	N/A	Room	50	Neat	Medium
	Read	N/A	Fun	5	Serious	High
Painting	View	N/A	Fun	5	Serious	High
Phone	Answer	N/A	Fun	50	N/A	Medium
		N/A	Comfort	50	N/A	Medium
		N/A	Social	50	N/A	Medium
Piano	Play	N/A	Fun	40	Strong Creativity	High
	Watch	N/A	Fun	70	N/A	Medium
		N/A	Social	10	N/A	Medium



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OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Pinball Machine	Join	N/A	Fun	50	N/A	Medium
		N/A	Social	30	N/A	Medium
	Play	N/A	Fun	40	Playful	High
Play Structure	Join	N/A	Fun	60	Playful	Medium
		N/A	Social	40	N/A	Medium
	Play	N/A	Fun	60	Playful	Medium
Pool Diving Board	Dive In	N/A	Fun	35	Active	High
		N/A	Energy	-10	N/A	High
Pool Table	Join	N/A	Fun	50	Playful	Low
		N/A	Social	40	N/A	Low
	Play	N/A	Fun	45	Playful	High
Sculpture	View	Scylla and Charybdis	Fun	6	Serious	High
		Bust of Athena	Fun	5	Serious	High
		Large Black Slab	Fun	8	Serious	High
		China Vase	Fun	7	Serious	High
Shower	Clean	N/A	Room	20	Neat	High
	Take a Shower	N/A	Hygiene	50	Neat	Medium
Sink	Wash Hands	N/A	Hygiene	10	Neat	High
Sofa/Loveseat	Nap	All Sofas/ Loveseats	Energy	40	Lazy	High
		All Sofas/ Loveseats	Comfort	5	Lazy	High
	Sit	All Sofas/ Loveseats	Comfort	30	Lazy	Medium
		Garden Bench	Comfort	30	Lazy	Medium
Stereo	Dance	Boom Box	Social	40	Outgoing	High
			Fun	50	Active	High
	Zimantz Hi-Fi	Social	50	Outgoing	High	
			Fun	60	Active	High
	Strings Theory	Social	60	Outgoing	High	
			Fun	70	Active	High
	Join	Boom Box	Social	40	Outgoing	Low



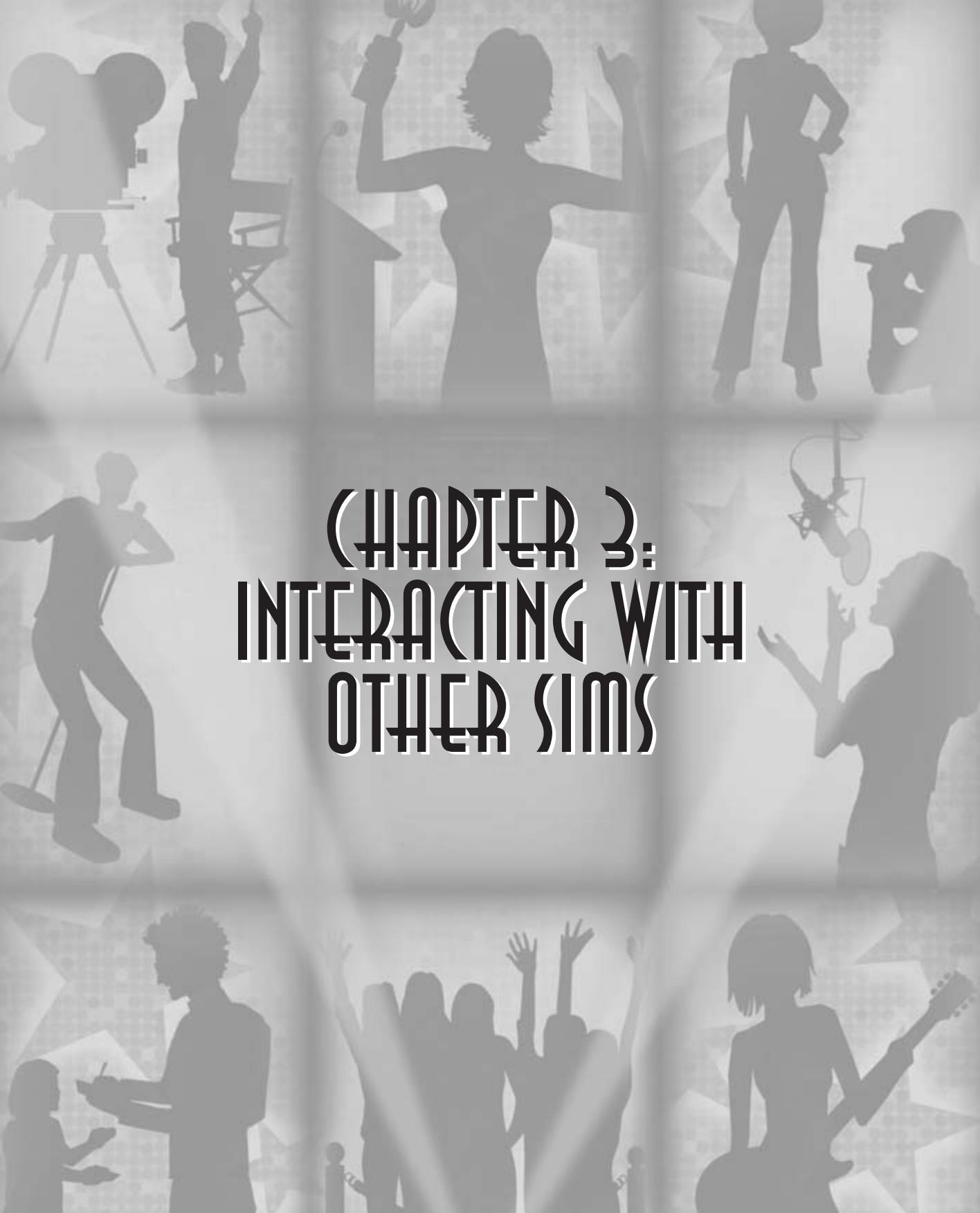
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OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Stereo			Fun	40	Outgoing	Low
	Zimantz Hi-Fi	Social	50	Outgoing	Low	
		Fun	40	Outgoing	Low	
	Strings Theory	Social	60	Outgoing	Low	
		Fun	40	Outgoing	Low	
	Turn Off	All Stereos	Energy	220	Neat	Medium
	Turn On	Boom Box	Fun	25	Playful	High
		Zimantz Hi-Fi	Fun	25	Playful	High
		Strings Theory	Fun	30	Playful	High
Toilet	Clean	Both Toilets	Room	40	Neat	High
	Flush	Hygeia-O-Matic	Room	30	Neat	High
	Unclog	Both Toilets	Room	50	Neat	High
	Use	Hygeia-O-Matic	Bladder	50	N/A	Low
		Flush Force	Bladder	70	N/A	Low
Tombstone/ Urn	Mourn (first 24 hours)	N/A	Bladder	5	N/A	Low
		N/A	Comfort	50	N/A	Low
		N/A	Energy	5	N/A	Low
		N/A	Fun	50	N/A	Low
		N/A	Hunger	5	N/A	Low
		N/A	Hygiene	50	N/A	Low
		N/A	Social	50	N/A	Low
		N/A	Room	50	N/A	Low
	Mourn (second 48 hours)	N/A	Bladder	0	N/A	Low
		N/A	Comfort	30	N/A	Low
		N/A	Energy	0	N/A	Low
		N/A	Fun	30	N/A	Low
		N/A	Hunger	0	N/A	Low
		N/A	Hygiene	30	N/A	Low
		N/A	Social	30	N/A	Low
		N/A	Room	30	N/A	Low
Toy Box	Play	N/A	Fun	55	Playful	Medium



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OBJECT TYPE	POSSIBLE INTERACTIONS	OBJECT VARIATIONS	ADVERTISED MOTIVE	ADVERTISED VALUE	PERSONALITY TRAIT MODIFIER	REDUCED EFFECTS (OVER DISTANCE)
Train Set (Large)	Play	N/A	Fun	40	N/A	Medium
	Watch	N/A	Fun	40	N/A	Low
		N/A	Social	40	N/A	Low
Train Set (Small)	Play	N/A	Fun	45	Playful	Medium
	Watch	N/A	Fun	20	N/A	Medium
		N/A	Social	30	N/A	Medium
Trash Can (Inside)	Empty Trash	N/A	Room	30	Neat	Medium
Trash Compactor	Empty Trash	N/A	Room	30	N/A	High
Trash Pile	Clean	N/A	Room	75	Neat	Medium
Bathtub	Clean	All Tubs	Room	20	Neat	High
	Bathe	Justa	Hygiene	50	Neat	Medium
		Justa	Comfort	20	N/A	Medium
		Sani-Queen	Hygiene	60	Neat	Medium
		Sani-Queen	Comfort	25	N/A	Medium
		Hydrothera	Hygiene	70	Neat	Medium
		Hydrothera	Comfort	30	N/A	Medium
TV	Join	Monochrome	Fun	20	Lazy	High
		Trottco	Fun	30	Lazy	High
		Soma Plasma	Fun	45	Lazy	High
	Turn Off	All TVs	Energy	220	Neat	Medium
	Turn On	Monochrome	Fun	18	Lazy	High
		Trottco	Fun	35	Lazy	High
		Soma Plasma	Fun	49	Lazy	High
Watch TV	Monochrome	Fun	18	Lazy	High	
		Trottco	Fun	28	Lazy	High
		Soma Plasma	Fun	42	Lazy	High
VR Glasses	Play	N/A	Fun	60	Playful	High



# CHAPTER 3: INTERACTING WITH OTHER SIMS

## Introduction

Once you get beyond the dark attraction of watching jilted Sims slap their rivals, or obnoxious Sims insulting their friends, you realize that Relationships are very important to your Sims' quality of life, and even to the advancement of their careers. In this chapter, we introduce you to the world of Relationships, covering the possible events that occur when two Sims come together verbally or physically. Our goal here is to lay down the ground rules. We'll offer hands-on tips for building and maintaining Relationships in the "All in the Family" chapter.

## Relationship Scores

Icons representing a Sim's friendships, or lack thereof, appear in the screen's lower-right corner when you click on the Relationships icon (just above the Job icon). The scoring system ranges from below 0 (not good) to 100, which is reserved for one or more significant others. A relationship is considered a true friendship if the score climbs above 50. Only these Relationships are considered when the game calculates career advancements. Consult the next chapter, "9 to 5—Climbing the Career Ladder," for more information on promotion requirements.



Fig. 3-1. This Sim Dad is clicking on all cylinders with his wife, but he needs to spend more time with the kids.

## Social Interactions

All Sim Relationships develop from Social interactions. If you don't spend quality time with your friends, the Relationships will deteriorate on their own, at a rate of two points per day. Of course, if you interact poorly, the rate accelerates dramatically. In the following sections, we review the myriad communication choices that are available during the game (grouped alphabetically by the active action). At any given time, your choice will vary, depending upon the level of your friendship, and whether or not your Sim is acting like a jerk!

### Good Old Conversation

The easiest way to cultivate a new friendship is to talk. Sims communicate with each other using Sim-Speak, a delightful chatter that you actually begin to understand (yes, we have played this game way too much!). Adults and kids have favorite topics within their peer groups. These topics are randomly assigned by the game during the Sim creation process. Additionally, kids and adults have special cross-generational topics that are only used with each other. Active topics are displayed in thought balloons during the game, as shown in figure 3-2.



Fig. 3-2. Pets are a good common ground for conversation between adults and kids.

When a conversation is going well, you see a green plus sign over one or both of the Sims. Conversely, when talk deteriorates into the gutter, you'll see red minus signs. The following tables list positive and negative communications, including each potential outcome and the corresponding effect on Social and Relationship scores. For our purposes, an outcome is positive if it produces an increase in one or both scores. When scores drop or stay the same, it is considered a negative outcome.



Fig. 3-3. When two or more people enter a hot tub, the conversations begin spontaneously.

## Positive Communications

INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Apologize	Accept	10	15
Be Apologized To	Accept	10	15
Brag	Good	5	13
Be Bragged To	Good	5	7
Cheer Up	Good	5	7
Cheer Up	Neutral	0	5
Be Cheered Up	Good	10	10
Be Cheered Up	Neutral	0	5
Compliment	Accept	5	5
Be Complimented	Accept	5	11
Entertain	Laugh	4	7
Be Entertained	Laugh	8	13
Flirt	Good	5	13
Be Flirted With	Good	10	13
Joke	Laugh	5	13
Joke	Giggle	2	7
Listen to Joke	Laugh	7	13
Listen to Joke	Giggle	3	7
Scare	Laugh	5	10
TalkHigh Interest	Topic	3	5
TalkLike	Topic	3	5
Group Talk	N/A	1	8
Tease	Giggle	5	7



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## Negative Communications

INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Apologize	Reject	-10	0
Be Apologized To	Reject	-10	0
Brag	Bad	-5	0
Be Bragged To	Bad	-5	0
Cheer Up	Bad	-3	0
Be Cheered Up	Bad	-10	0
Compliment	Reject	-10	0
Be Complimented	Reject	-7	0
Entertain	Boo	-15	0
Be Entertained	Boo	-7	0
Flirt	Refuse	-10	-17
Flirt	Ignore	-5	0
Be Flirted With	Refuse	-10	0
Be Flirted With	Ignore	0	0
Insult	Cry	5	0
Insult	Stoic	0	3
Insult	Angry	-10	7
Be Insulted	Cry	-12	-13
Be Insulted	Stoic	-5	-5
Be Insulted	Angry	-14	-7
Joke	Uninterested	-6	0
Listen to Joke	Uninterested	-7	0
Scare	Angry	-5	0
Be Scared	Angry	-10	0
TalkDislike	Topic	-3	3
TalkHate	Topic	-3	3
Tease	Cry	-4	0
Be Teased	Cry	-13	-7

## Physical Contact

When a Relationship moves past the 50-point threshold, you begin to see new options on the Social interaction menu. Instead of just talking, you find new items including Hug, Give Back Rub, Flirt, and Kiss. It all depends upon how your Relationship is progressing and what the other Sim is looking for in the current interaction. The following tables include information on positive and negative physical events.

### Positive Physical Events

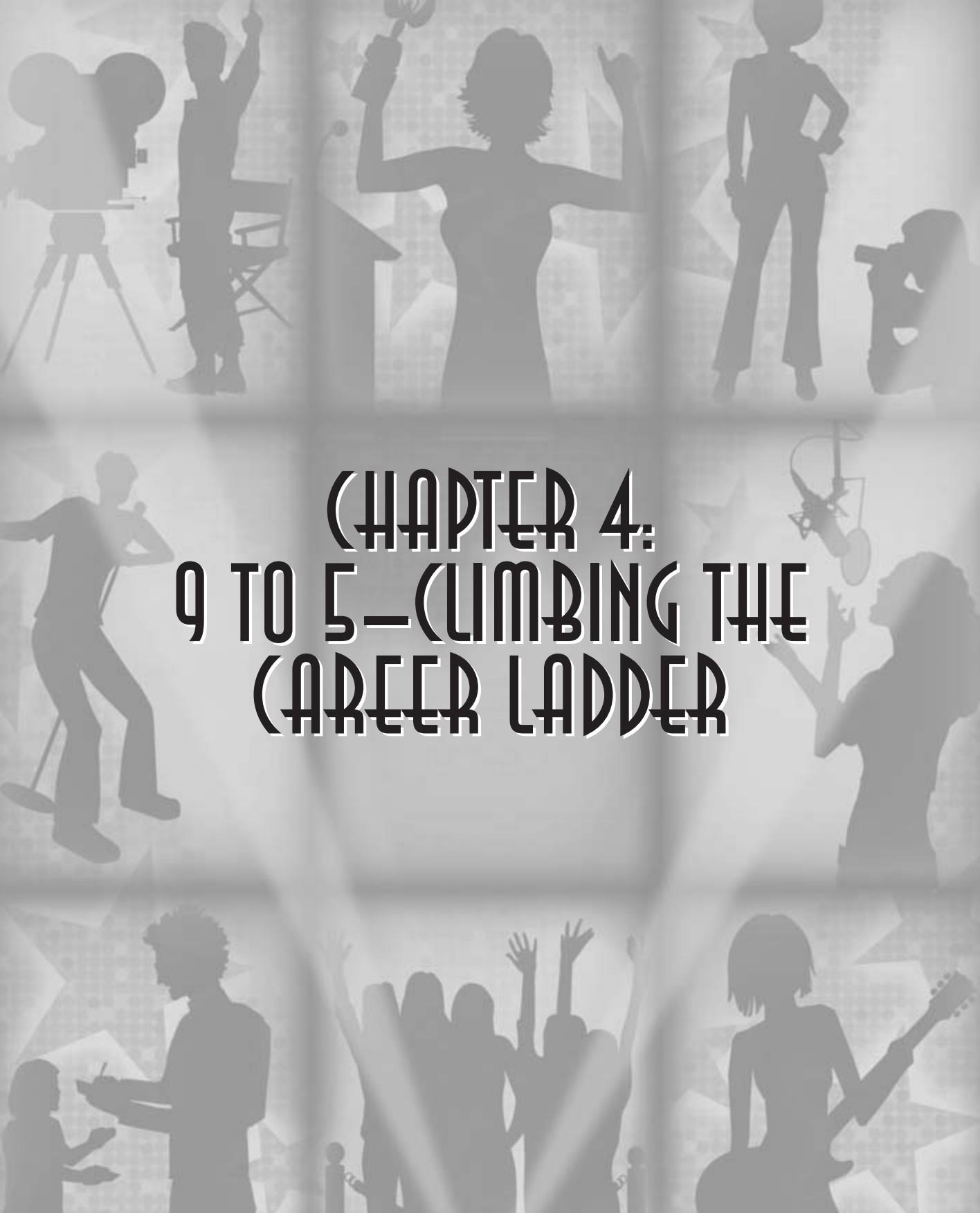
INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Give Back Rub	Good	5	7
Receive Back Rub	Good	9	13
Dance	Accept	8	13
Be Danced With	Accept	10	13
Give Gift	Accept	5	7
Receive Gift	Accept	10	13
Hug	Good	7	15
Hug	Tentative	2	7
Be Hugged	Good	8	15
Be Hugged	Tentative	4	7
Kiss	Passion	12	20
Kiss	Polite	5	10
Be Kissed	Passion	12	20
Be Kissed	Polite	5	10
Tickle	Accept	5	13
Be Tickled	Accept	8	13



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## Negative Physical Events

INTERACTION	RESPONSE	RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Attack	Win Fight	-5	10
Attack	Lose Fight	-10	-20
Give Back Rub	Bad	-7	0
Receive Back Rub	Bad	-10	0
Dance	Refuse	-5	0
Be Danced With	Refuse	-5	0
Give Gift	Stomp	-15	0
Receive Gift	Stomp	-5	0
Hug	Refuse	-10	0
Be Hugged	Refuse	-10	0
Kiss	Deny	-15	5
Be Kissed	Deny	-10	0
Slap	Cry	0	3
Slap	Slap Back	-10	-7
Be Slapped	Cry	-20	-17
Be Slapped	Slap Back	-15	7
Tickle	Refuse	-5	0
Be Tickled	Refuse	-8	0



# CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

## Introduction

When you first start playing *The Sims*, it's easy to get lost in the element. There's so much to explore and experience, and with more than enough money to furnish your house and buy a few toys, you can just hang out and live the good Sim-life. But, reality sets in sooner than you would like, and you must find a job. In this chapter we show you how to select a career, nurture the Skills necessary to earn the first few promotions, and finally, stockpile enough friends (it's called networking) to make the big bucks and zoom to the top of your field. For easy reference, we include comprehensive career tables that contain everything you need to know about the 10 Sim careers, including advancement requirements for all 10 pay levels.

## Your First Job

Every Sim house receives a daily copy of the *Sim City Times* that includes a single job posting. You can take the first job you see, or buy a computer and view three jobs a day. There is no rush—you have enough money to get by for several days.



Fig. 4-1. Today's job posting is for a test driver.

### TIP

*You can enjoy the free use of a computer by buying it, checking the want ads, and then returning it the same day for a full refund. Keep this up until you find the job you want. Then, later when you have more disposable cash, you can buy—and keep—a computer.*

A Military job is usually available on the computer. This is an excellent first career, with a starting salary of \$250. Furthermore, it remains the highest paying of the 10 careers through the first three advances. A Law Enforcement position is a close second.



Fig. 4-2. This two-commando family takes home \$325 each as members of the Elite Forces (Level 2—Military Career).

If you would rather take your time and sort through all 10 job tracks, the following table will help you choose a career that is suited to your Sim's personality traits.

**Career Choices**

CAREER TRACK	NECESSARY SKILLS	RELATED PERSONALITY TRAITS
Business	Logic, Charisma	Outgoing
Entertainment	Charisma, Creativity	Outgoing, Playful
Law Enforcement	Logic, Body	Active
Life of Crime	Creativity, Charisma	Playful, Outgoing
Medicine	Logic, Body	Active
Military	Repair, Body	Active
Politics	Charisma, Logic	Outgoing
Pro Athlete	Body, Charisma	Active, Outgoing
Science	Logic, Creativity	Playful
Xtreme	Creativity, Body/Charisma (tie)	Playful, Active, Outgoing

**Developing Your Skills**

After you decide on a career, focus on developing the appropriate Skills needed for advancement. It is important to remember that Sims do not study on their own. You need to direct your Sim to one of the activities listed in the Skill Enhancement table on the following page.

**TIP**

*On the control panel, click on the Job icon to display your Sim's current Skill bars (see figure 4-3). A white line designates the minimum level of Skill needed for the next promotion. Other factors contribute to earning a promotion, but without the Skill requirement, you have absolutely no chance for advancement to the next level.*



Fig. 4-3. This Sim needs to boost his Body Skill one more notch, so he is scheduled for a session on the exercise machine right after lunch.

## Skill Enhancement

Skill	Method of Enhancement	Notes
Cooking	Bookshelf (Study Cooking)	Any type of bookshelf will suffice.
Mechanical	Bookshelf (Study Mechanical)	Any type of bookshelf will suffice.
Body	Exercise Machine (Work Out)	Exercise machine increases Skill four times faster than the pool. Active Sims improve their Skill at a higher rate.
	Pool (Swim)	See above.
Charisma	Mirrors or Medicine Cabinet (Practice Speech)	Outgoing Sims acquire Skill more quickly.
	Easel (Paint)	Playful Sims acquire Skill more quickly.
	Piano (Play)	Playful Sims acquire Skill more quickly.
Logic	Chessboard (Play)	Playing with another Sim generates Social points.



Fig. 4-4. A session on the exercise bench nets a Body point for this Sim.

## Sim Career Tracks

The following tables include the salaries, hours, car pool vehicles, and job level requirements for each level of the 10 Sim career tracks. The Daily Motive Decay value shows which Motives deteriorate while the Sim is on the job.

# CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

## Requirements for Level 1 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS		DAILY MOTIVE DECAY				
											HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL
Business	Mail Room	\$120	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-30	0	0
Entertainment	Waiter Waitress	\$100	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-30	0	0
Law Enforcement	Security Guard	\$240	12 a.m.-6 a.m.	Squad Car	0	0	0	0	0	0	0	0	0	0	-30	0	0
Life of Crime	Pickpocket	\$140	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-30	0	0
Medicine	Medical Technician	\$200	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-30	0	0
Military	Recruit	\$250	6 a.m.-12 p.m.	Military Jeep	0	0	0	0	0	0	0	0	0	-15	0	-30	0
Politics	Campaign Work	\$220	9 a.m.-6 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-30	0	0
Pro Athlete	Team Mascot	\$110	12 p.m.-6 p.m.	Junker	0	0	0	0	0	0	0	0	0	-5	0	-35	0
Science	Test Subject	\$155	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-30	0	0
Xtreme	Daredevil	\$175	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-30	0	0

## Requirements for Level 2 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS		DAILY MOTIVE DECAY					
											HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL	
Business	Executive Assistant	\$180	9 a.m.-4 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-34	-2	0	
Entertainment	Extra	\$150	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-34	-2	0	
Law Enforcement	Cadet	\$320	9 a.m.-3 p.m.	Squad Car	0	0	0	0	0	0	0	0	0	0	-34	-2	0	
Life of Crime	Bagman	\$200	11 p.m.-7 a.m.	Junker	0	0	0	0	0	0	0	0	0	0	-34	-2	0	
Medicine	Paramedic	\$275	11 p.m.-5 a.m.	Junker	0	0	0	0	0	0	0	0	0	0	-34	-2	0	
Military	Elite Forces	\$325	7 a.m.-1 p.m.	Military Jeep	0	0	0	0	0	0	0	0	0	-15	0	-34	-2	0
Politics	Intern	\$300	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-34	-2	0	
Pro Athlete	Minor Leaguer	\$170	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	-10	0	-40	-2	0
Science	Lab Assistant	\$230	11 p.m.-5 a.m.	Junker	0	0	0	0	0	0	0	0	0	0	-34	-2	0	
Xtreme	Bungee Jump Instructor	\$250	9 a.m.-3 p.m.	Junker	0	0	0	0	0	0	0	0	0	0	-34	-2	0	



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## Requirements for Level 3 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/ FRIENDS		DAILY MOTIVE DECAY					
											HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL	
Business	Field Sales Rep	\$250	9 a.m. -4 p.m.	Junker	0	2	0	0	0	0	-3	0	-5	0	-38	-4	0	
Entertainment	Bit Player	\$200	9 a.m. -3 p.m.	Junker	0	0	2	0	0	0	-3	0	-5	0	-38	-4	0	
Law Enforcement	Patrol Officer	\$380	5 p.m. -1 a.m.	Squad Car	0	0	0	2	0	0	0	-3	0	-5	0	-38	-4	0
Life of Crime	Bookie	\$275	12 p.m. -7 p.m.	Standard Car	0	0	0	2	0	0	0	-3	0	-5	0	-38	-4	0
Medicine	Nurse	\$340	9 a.m. -3 p.m.	Standard Car	0	2	0	0	0	0	-3	0	-5	0	-38	-4	0	
Military	Drill Instructor	\$250	8 a.m. -2 p.m.	Military Jeep	0	0	0	2	0	0	0	-3	0	-20	0	-38	-4	0
Politics	Lobbyist	\$360	9 a.m. -3 p.m.	Standard Car	0	0	2	0	0	0	0	-3	0	-5	0	-38	-4	0
Pro Athlete	Rookie	\$230	9 a.m. -3 p.m.	Junker	0	0	0	2	0	0	0	-3	0	-15	0	-45	-2	0
Science	Field Researcher	\$320	9 a.m. -3 p.m.	Standard Car	0	0	0	0	2	0	0	-3	0	-5	0	-38	-4	0
Xtreme	Whitewater Guide	\$325	9 a.m. -3 p.m.	SUV	0	0	0	2	0	0	1	-3	0	-10	0	-45	-4	0

## Requirements for Level 4 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	DAILY MOTIVE DECAY							
											HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL	
Business	Junior Executive	\$320	9 a.m. -4 p.m.	Standard Car	0	2	2	0	0	0	1	-7	0	-10	0	-42	-7	0
Entertainment	Stunt Double	\$275	9 a.m. -4 p.m.	Standard Car	0	0	2	2	0	0	2	-7	0	-10	0	-42	-7	0
Law Enforcement	Desk Sergeant	\$440	9 a.m. -3 p.m.	Squad Car	0	2	0	2	0	0	1	-7	0	-10	0	-42	-7	0
Life of Crime	Con Artist	\$350	9 a.m. -3 p.m.	Standard Car	0	0	1	2	0	1	2	-7	0	-10	0	-42	-7	0
Medicine	Intern	\$410	9 a.m. -6 p.m.	Standard Car	0	2	0	2	0	0	2	-7	0	-10	0	-42	-7	0
Military	Junior Officer	\$450	9 a.m. -3 p.m.	Military Jeep	0	1	2	2	0	0	0	-7	0	-20	0	-42	-8	0
Politics	Campaign Manager	\$430	9 a.m. -6 p.m.	Standard Car	0	0	2	0	1	0	2	-7	0	-10	0	-42	-7	0
Pro Athlete	Starter	\$300	9 a.m. -3 p.m.	Standard Car	0	0	0	5	0	0	1	-7	0	-20	0	-50	-2	0
Science	Science Teacher	\$375	9 a.m. -4 p.m.	Standard Car	0	0	1	0	3	0	1	-7	0	-10	0	-40	-7	0
Xtreme	Xtreme Circuit Pro	\$400	9 a.m. -3 p.m.	SUV	0	1	0	4	0	0	2	-7	0	-20	0	-50	-2	0

# CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

## Requirements for Level 5 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/ FRIENDS		DAILY MOTIVE DECAY					
											HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL	
Business	Executive	\$400	9 a.m. -4 p.m.	Standard Car	0	2	2	0	2	0	3	-10	0	-15	0	-46	-10	0
Entertainment	B-Movie Star	\$375	10 a.m. -5 p.m.	Standard Car	0	0	3	3	0	1	4	-10	0	-15	0	-46	-10	0
Law Enforcement	Vice Squad	\$490	10 p.m. -4 a.m.	Squad Car	0	3	0	4	0	0	2	-10	0	-15	0	-46	-10	0
Life of Crime	Getaway Driver	\$425	5 p.m. -1 a.m.	Standard Car	0	2	1	2	0	2	3	-10	0	-10	0	-46	-10	0
Medicine	Resident	\$480	9 p.m. -4 a.m.	Standard Car	0	3	0	2	2	0	3	-10	0	-15	0	-46	-10	0
Military	Counter-Intelligence	\$500	9 a.m. -3 p.m.	Military Jeep	1	1	2	4	0	0	0	-10	0	-25	0	-46	-12	0
Politics	City Council Member	\$485	9 a.m. -3 p.m.	Town Car	0	0	3	1	1	0	4	-10	0	-15	0	-46	-8	0
Pro Athlete	All-Star	\$385	9 a.m. -3 p.m.	SUV	0	1	1	6	0	0	3	-10	0	-25	0	-55	-3	0
Science	Project Leader	\$450	9 a.m. -5 p.m.	Standard Car	0	0	2	0	4	1	3	-10	0	-12	0	-43	-8	0
Xtreme	Bush Pilot	\$475	9 a.m. -3 p.m.	SUV	1	2	0	4	1	0	3	-10	0	-15	0	-46	-5	-10

## Requirements for Level 6 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/ FRIENDS		DAILY MOTIVE DECAY					
											HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL	
Business	Senior Manager	\$520	9 a.m. -4 p.m.	Standard Car	0	2	3	0	3	2	6	-14	0	-20	0	-50	-13	0
Entertainment	Supporting Player	\$500	10 a.m. -6 p.m.	Limo	0	1	4	4	0	2	6	-14	0	-20	0	-50	-13	0
Law Enforcement	Detective	\$540	9 a.m. -3 p.m.	Squad Car	1	3	1	5	1	0	4	-14	0	-20	0	-50	-13	0
Life of Crime	Bank Robber	\$530	3 p.m. -11 p.m.	Town Car	0	3	2	3	1	2	4	-14	0	-15	0	-50	-13	-5
Medicine	GP	\$550	10 a.m. -6 p.m.	Town Car	0	3	1	3	4	0	4	-14	0	-20	0	-50	-13	0
Military	Flight Officer	\$550	9 a.m. -3 p.m.	Military Jeep	1	2	4	4	1	0	1	-14	0	-28	0	-50	-15	0
Politics	State Assembly-person	\$540	9 a.m. -4 p.m.	Town Car	0	0	4	2	1	1	6	-14	0	-20	0	-50	-12	-3
Pro Athlete	MVP	\$510	9 a.m. -3 p.m.	SUV	0	2	2	7	0	0	5	-14	0	-30	0	-60	-4	0
Science	Inventor	\$540	10 a.m. -7 p.m.	Town Car	0	2	2	0	4	3	4	-14	0	-15	0	-45	-9	-8
Xtreme	Mountain Climber	\$550	9 a.m. -3 p.m.	SUV	1	4	0	6	1	0	4	-14	0	-30	0	-60	0	0



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## Requirements for Level 7 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/ FRIENDS	DAILY MOTIVE DECAY						
												HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY		
Business	Vice President	\$660	9 a.m. -5 p.m.	Town Car	0	2	4	2	4	2	8	-18	0	-25	0	-54	-16	0
Entertainment	TV Star	\$650	10 a.m. -6 p.m.	Limo	0	1	6	5	0	3	8	-18	0	-25	0	-54	-16	0
Law Enforcement	Lieutenant	\$590	9 a.m. -3 p.m.	Limo	1	3	2	5	3	1	6	-18	0	-25	0	-54	-16	0
Life of Crime	Cat Burglar	\$640	9 p.m. -3 a.m.	Town Car	1	3	2	5	2	3	6	-18	0	-20	0	-54	-16	0
Medicine	Specialist	\$625	10 p.m. -4 a.m.	Town Car	0	4	2	4	4	1	5	-18	0	-25	0	-54	-16	0
Military	Senior Officer	\$580	9 a.m. -3 p.m.	Military Jeep	1	3	4	5	3	0	3	-18	0	-31	0	-55	-20	0
Politics	Congress-person	\$600	9 a.m. -3 p.m.	Town Car	0	0	4	3	3	2	9	-18	0	-25	0	-54	-18	-7
Pro Athlete	Superstar	\$680	9 a.m. -4 p.m.	SUV	1	2	3	8	0	0	7	-18	0	-35	0	-65	-5	0
Science	Scholar	\$640	10 a.m. -3 p.m.	Town Car	0	4	2	0	6	4	5	-18	0	-20	0	-48	-10	-10
Xtreme	Photo-journalist	\$650	9 a.m. -3 p.m.	SUV	1	5	2	6	1	3	5	-18	0	-25	0	-54	-16	0

## Requirements for Level 8 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL VEHICLE	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/ FRIENDS	DAILY MOTIVE DECAY						
												HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL
Business	President	\$800	9 a.m. -5 p.m.	Town Car	0	2	5	2	6	3	10	-22	0	-30	0	-58	-19	0
Entertainment	Feature Star	\$900	5 p.m. -1 a.m.	Limo	0	2	7	6	0	4	10	-22	0	-30	0	-58	-19	0
Law Enforcement	SWAT Team Leader	\$625	9 a.m. -3 p.m.	Limo	1	4	3	6	5	1	8	-22	0	-30	0	-58	-19	0
Life of Crime	Counterfeiter	\$760	9 p.m. -3 a.m.	Town Car	1	5	2	5	3	5	8	-22	0	-25	0	-58	-19	-15
Medicine	Surgeon	\$700	10 p.m. -4 a.m.	Town Car	0	4	3	5	6	2	7	-22	0	-30	0	-58	-19	0
Military	Commander	\$600	9 a.m. -3 p.m.	Military Jeep	1	6	5	5	5	0	5	-22	0	-33	0	-60	-25	0
Politics	Judge	\$650	9 a.m. -3 p.m.	Town Car	0	0	5	4	4	3	11	-22	0	-30	0	-58	-22	-11
Pro Athlete	Assistant Coach	\$850	9 a.m. -2 p.m.	SUV	2	2	4	9	0	1	9	-22	0	-40	0	-70	-6	0
Science	Top Secret Researcher	\$740	10 a.m. -3 p.m.	Town Car	1	6	4	0	7	4	7	-22	0	-25	0	-52	-12	-13
Xtreme	Treasure Hunter	\$725	10 a.m. -5 p.m.	SUV	1	6	3	7	3	4	7	-22	0	-34	0	-60	-15	-5

# CHAPTER 4: 9 TO 5—CLIMBING THE CAREER LADDER

## Requirements for Level 9 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS		DAILY MOTIVE DECAY					
											FRIENDS	HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL
Business	CEO	\$950	9 a.m.-4 p.m.	Limo	0	2	6	2	7	5	12	-26	0	-35	0	-62	-22	0
Entertainment	Broadway Star	\$1100	10 a.m.-5 p.m.	Limo	0	2	8	7	0	7	12	-26	0	-35	0	-62	-22	0
Law Enforcement	Police Chief	\$650	9 a.m.-5 p.m.	Limo	1	4	4	7	7	3	10	-26	0	-35	0	-62	-22	0
Life of Crime	Smuggler	\$900	9 a.m.-3 p.m.	Town Car	1	5	5	6	3	6	10	-26	0	-30	0	-62	-22	-20
Medicine	Medical Researcher	\$775	9 p.m.-4 a.m.	Limo	0	5	4	6	8	3	9	-26	0	-35	0	-62	-22	0
Military	Astronaut	\$625	9 a.m.-3 p.m.	Limo	1	9	5	8	6	0	6	-26	0	-35	0	-65	-30	0
Politics	Senator	\$700	9 a.m.-6 p.m.	Limo	0	0	6	5	6	4	14	-26	0	-35	0	-62	-26	-15
Pro Athlete	Coach	\$1,000	9 a.m.-3 p.m.	SUV	3	2	6	10	0	2	11	-26	0	-45	0	-75	-8	0
Science	Theorist	\$870	10 a.m.-2 p.m.	Town Car	1	7	4	0	9	7	8	-26	0	-30	0	-56	-16	-16
Xtreme	Grand Prix Driver	\$825	10 a.m.-4 p.m.	Bentley	1	6	5	7	5	7	9	-26	0	-35	0	-62	-5	-10

## Requirements for Level 10 Positions

CAREER TRACK	POSITION	PAY	HOURS	CAR POOL	COOKING	REPAIR	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS		DAILY MOTIVE DECAY					
											FRIENDS	HUNGER	COMFORT	HYGIENE	BLADDER	ENERGY	FUN	SOCIAL
Business	Business Tycoon	\$1,200	9 a.m.-3 p.m.	Limo	0	2	8	2	9	6	14	-30	0	-40	0	-66	-25	0
Entertainment	Superstar	\$1,400	10 a.m.-3 p.m.	Limo	0	2	10	8	0	10	14	-30	0	-40	0	-66	-25	0
Law Enforcement	Captain Hero	\$700	10 a.m.-4 p.m.	Limo	1	4	6	7	10	5	12	-20	-80	-45	-25	-60	0	0
Life of Crime	Criminal Mastermind	\$1,100	6 p.m.-12 a.m.	Limo	2	5	7	6	4	8	12	-30	0	-35	0	-66	-25	-25
Medicine	Chief of Staff	\$850	9 p.m.-4 a.m.	Hospital Limo	0	6	6	7	9	4	11	-30	0	-40	0	-66	-25	0
Military	General	\$650	9 a.m.-3 p.m.	Staff Sedan	1	10	7	10	9	0	8	-30	0	-40	0	-70	-35	0
Politics	Mayor	\$750	9 a.m.-3 p.m.	Limo	0	0	9	5	7	5	17	-30	0	-40	0	-66	-30	-20
Pro Athlete	Hall of Famer	\$1,300	9 a.m.-3 p.m.	Limo	4	2	9	10	0	3	13	-30	0	-50	0	-80	-10	0
Science	Mad Scientist	\$1,000	10 a.m.-2 p.m.	Limo	2	8	5	0	10	10	10	-30	0	-35	0	-60	-20	-20
Xtreme	International	\$925	11 a.m.-5 p.m.	Bentley	2	6	8	8	6	9	11	-30	0	-30	0	-70	-20	-15

## The Daily Grind

A working Sim needs to follow a schedule that is conducive to good job performance. Review the following tips as you devise a work schedule for your household.

### Get Plenty of Sleep

Sims need to awake refreshed in order to arrive at work in a good mood. Send your Sims to bed early, and make sure there are no distractions (stereos, TVs, computers, etc.) that might interrupt their beauty sleep.



Fig. 4-5. Make sure your Sims get to bed early enough to restore maximum Energy before the alarm rings.

### Set Your Alarm Clock

When set, the clock wakes your Sims two hours before the car pool arrives (one alarm clock takes care of the entire house). This is plenty of time to take care of Hunger, Bladder, and Hygiene Motive bars. If you still have time, improve your Sim's mood with a little non-strenuous fun like watching TV, or use the extra time to improve a Skill.



Fig. 4-6. That last set on the exercise bench paid off!

### CAUTION

*If two or more Sims in the house have jobs, the alarm clock rings for the earliest riser. Unfortunately, this wakes everyone else, regardless of when they have to be ready for the car pool. If you send the other Sims back to bed, you'll need to wake them manually, because the alarm clock only rings once each day.*

### Eat a Hearty Breakfast

When you're angling for a promotion, you need to arrive at work with all cylinders firing. When the alarm rings, send the designated house chef (the Sim with the highest Cooking Skill) to the kitchen to "Prepare a Meal." By the time your Sim is finished emptying his Bladder and completing necessary Hygiene, breakfast will be on the counter. There should be plenty of time to complete the meal and head to work with a full Hunger bar.

### TIP

*Make sure that your Sim is on the first floor and relatively close to the car pool within 15 minutes of departure to be sure he or she catches his or her ride. If you meet this deadline, your Sim will change clothes on the fly and sprint to the curb.*

## Make Friends and Influence Your Boss

Advancing through the first three levels does not carry a friendship requirement; however this ramps up very quickly. It helps to have a stay-at-home mate to concentrate on making friends. Remember that the career friendship requirement is for your household, not your Sim. So, if your mate or children have friends, they count toward your promotions, too.



Fig. 4-7. This Sim is just about out of Energy, but his Social score is maxed out and he's just made two new friends.

## Take an Occasional Day Off to Recharge

If you find that your Sim is unable to have enough Fun or Social events to maintain a positive mood, skip a day of work and indulge. See a friend or two, work on Skills, or have some Fun. Just don't miss two days in a row or your Sim will be automatically fired!

## Major Decisions

As you work your way up the career ladder, you encounter "major decisions" that involve various degrees of risk. They are winner-take-all, loser-gets-nada events that force you to gamble with your salary, integrity, or even your job. The following sections include a sample "major decision" for each career.

## Business

### Major decision: "Stock Option"

Player is given the choice of accepting a portfolio of company stock instead of salary for that pay period. The stock could double or tank. As a result, the player receives twice his salary or nothing at all for the pay period.

## Entertainment

### Major decision: "The Remake"

Your agent calls with an offer: Sim Studios wants you for the lead in a remake of *Citizen Kane*. Accepting will either send your Charisma sky high when the film succeeds wildly...or send it crashing if the turkey flops.

## Law Enforcement

### Major decision: "The Bribe"

A mobster you're investigating offers a huge bribe to drop the case. The charges won't stick without your testimony and you *could* suddenly "lose the evidence" and quietly pocket a nice nest egg...or get busted by Internal Affairs and have to start over on a new career track.

## Life of Crime

### Major decision: "The Perfect Crime"

You've just been handed a hot tip that an informant claims will be an easy knockover with loads of cash for the taking. Either the tip is gold, or it's a police sting. An arrest means your family is left at home alone while you're sent off to cool your heels in Sim City Prison for a while. If you succeed, your Charisma and Creativity Skills are enhanced.



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## Medicine

### Major Decision: "Malpractice"

A former patient has slapped you with a massive malpractice suit. You can settle immediately by offering a payment equal to 50 percent of the cash in your household account. Or, take the bum to court. Lose, and all your furniture and household goods are repossessed. Win, and you receive a settlement equal to 100 percent of the cash in your household account.

## Military

### Major decision: "Gung Ho"

The general needs volunteers for a highly dangerous mission. You can refuse without penalty. If you accept, and succeed on the mission, you are decorated and immediately promoted to the next level. Failure means a demotion, soldier—you're broken down to the previous level.

## Politics

### Major decision: "Scandal"

An attractive young member of your team also happens to be heir to a fortune. He or she will finance your career advancement if you agree to "private consultations." You can refuse, with no change in status. Otherwise, there are two possible outcomes. You might get away with it and immediately advance two levels. If you're caught, you'll lose your friends when the scandal breaks in the media, and you'll be tossed from the career track to seek another.

## Pro Athlete

### Major Decision: "The Supermatch"

A one-on-one, pay-per-view contest pitting you against your greatest local rival is offered. If you win, it's worth double your paycheck. If you lose, the indignity comes complete with an injury costing you a reduction in your Body Skill along with a drop in Charisma. The player can always refuse at no penalty.

## Science

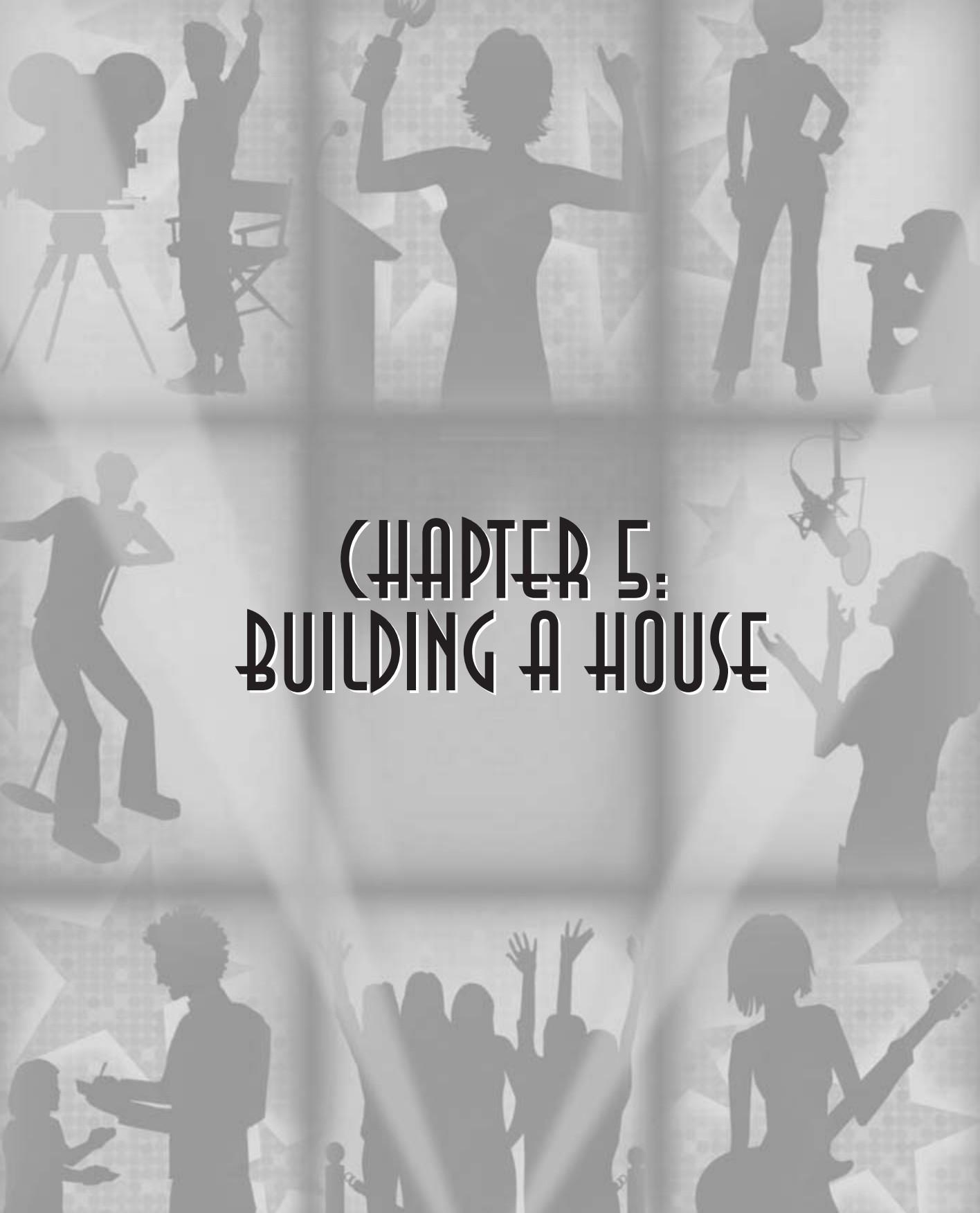
### Major decision: "The Experiment"

A science research firm is willing to pay you a fat bonus for conducting a complex experiment. However, the work must be conducted at your home, using rats as test subjects. Success means you collect the fee, with a bonus increase in your Logic Skill level. A failed experiment results in a dozen rats escaping into your home. That means a major bill from both your exterminator and your electrician (the rats have chewed through power cords.) Financial damage could be reduced if the Player's Repair Skills are strong.

## Xtreme

### Major decision: "Deep Freeze"

An arctic expedition is holding a spot open for you. It's a risky enterprise, so you may refuse. However, for a person in your particular line of work, that refusal will lower your Charisma. If you join the team, and they reach their goal, you will be rewarded with a considerable rise in Charisma. If the mission goes awry, your Sim is "lost on an iceberg" for a period of game time.



# CHAPTER 5: BUILDING A HOUSE

## Introduction

Anyone who has ever built a home knows that the best laid plans of architects can sometimes turn into a house of horrors when the walls start going up. The same holds true in *The Sims*, where you have enough power to build a magnificent dream house or your worst residential nightmare. Limited only by your bank account, you can build a conservative dwelling that is functional above all else, or you can drop a family of eight in the middle of a meadow with only a bathroom and a refrigerator. It's all possible in *The Sims*, but rest assured that your family will deliver a quick—and sometimes scathing—critique when the clock starts ticking on their simulated lives.

In this chapter, we take you through the house design process from terrain preparation to landscaping. For demonstration purposes, we will use just about every building option available. Obviously, you would need a pile of Simoleans to do this in the game. However, we also cover important design considerations that enable you to maximize your Room score, regardless of your budget. In this chapter, we limit our discussion to the available options in Build Mode only. For detailed descriptions of more than 150 *Sims* objects, see the next chapter.

Of course, our suggestions are just the beginning. Sims thrive on the individuality of their creator, and if you want to build dungeons, sprawling compounds, or one-room huts, you have our support and encouragement. Remember, a bad house is no match for the bulldozer—your next house is only a click away!

### TIP

*Don't try to build your dream house at the beginning of the game. It's easier to tear down your original house and start over after you've fattened up your bank account.*

## Design Considerations

Before we introduce you to the various options available in Build Mode, here is a checklist for your basic floor plan. Invariably, your unique family of Sims will make their needs known to you as the game progresses. However, if you follow these house design basics, you should get your family off to a positive start with a minimum of emotional outbursts.

- **Don't worry about having room to expand.** Build your first house to match the number of Sims in your family.
- **Keep the bathroom centrally located.** A door on either side allows quick access for emergencies.
- **If you start with three Sims or more, build one or more half-bathrooms (toilet and sink only) to ease the crunch.**
- **Place the house close to the street,** so you don't have to do the hundred yard dash to meet your car pool.
- **Allow enough open wall for your kitchen countertops and appliances.**
- **Make your kitchen large enough to accommodate a small table and chairs.**
- **If you don't want a separate den or family room,** make one of the bedrooms large enough to handle a computer desk and chair.

## Terrain Tools

In most locations you can build a roomy house on a flat piece of land without having to level the terrain. However, if you want to build a house near the water or at the edge of a hill, you'll need to smooth the sloping tiles before building a wall or placing an object. You can also use the Terrain Tools to place lush, green grass over patches of dirt. See the pictures below for examples of each tool.

### TIP

*The grid lines become noticeably darker when a previously elevated or lowered terrain becomes level.*



**Grass Tool:** Simply click, hold, and drag the Grass Tool to create lawn. You can change back to dirt by holding CTRL + SHIFT and dragging the tool back over the same area.

**Level Terrain:** Click, hold, and drag the Level Terrain Tool to smooth out one or more tiles of land.



**Lower Terrain:** When you select the Lower Terrain Tool, each time you click on a tile, the terrain is lowered (so, don't hold the button down unless you want a very deep gully). This tool can have drastic effects on a landscape, so you should use it carefully, one click at a time.



**Raise Terrain:** The Raise Terrain Tool also works one click at a time, lifting the terrain up. If you hold down the button, the selected tile will rise quickly to its maximum height.

### NOTE

*Each time you use the Level, Lower, or Raise Terrain Tools, you turn any grass back into dirt. When you are finished altering the terrain, you can use the Grass Tool to quickly restore your beautiful lawn.*

## Wall and Fence Tools

There are several tools here, but your first step is to "frame" your house. Simply place the cursor at any tile intersection. Then click, hold, and drag to place your wall (figure 5-4). When you release the mouse button, the wood framing will change to the type of wall you selected on the Control Panel (see page 52 for descriptions of wall types).



Fig. 5-4. Drag and release to place a wall.

Although you must start a wall at an intersection, you are not limited to square walls. Simply drag the cursor at an angle to create an interesting corner (figure 5-5). However, don't make the angled walls too long. You cannot place doors, windows, or objects on these walls. Also, you cannot connect an angled wall to an existing straight wall inside your house.

## TIP

*To delete a wall, hold down the [Ctrl] key, then click and drag on a section of wall.*



Fig. 5-5. Angled corners help you transform a boring box into a custom home.

## TIP

*Don't worry if you end up with a tree inside the walls of your house. You can build an atrium and keep the tree where it is, or use the Hand Tool to select the tree, and then move or delete it.*

## Wall Tool

### Wall Types

NAME	COST (PER SECTION)	DESCRIPTION
White Picket Fence	\$10	Outdoor fencing
Privacy Fence	\$35	8-foot outdoor fence
Monticello Balustrade	\$45	Railings for balconies and stairs
Wrought Iron Balustrade	\$45	Railings for balconies and stairs
Tumbleweed Wooden Column	\$70	Support columns for second stories or patio covers
Wall Tool	\$70	Basic unfinished wall
The Zorba Ionic Column	\$80	Classic, white Graeco-Roman column
Chester Brick Column	\$100	All brick, squared off column

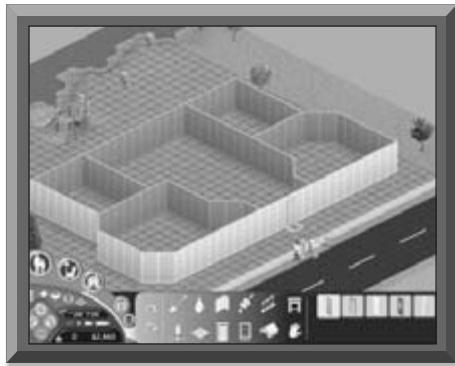
## TIP

*Columns are not restricted to outside use. Try using the Zorba Ionic Column to create a beautiful entry from the living room into a formal dining room.*

# Door and Window Tools

## Door Tool

Sims are very active. They seek the best path for their current task, and they think nothing of going out one exterior door and back in through another, if it's the best route. The least expensive Walnut Door (figure 5-6) is only \$100, but because it is solid, your Room score does not benefit from outside light. If at all possible, invest in one of the windowed doors, and ideally, pick the multi-paned Monticello Door for maximum light.



**Fig. 5-6.** The Walnut Door gives your Sims privacy, but it doesn't allow outside light to improve your Room score.

## Door Types

NAME	COST	NOTES
Walnut Door	\$100	Solid door without windows
Maple Door Frame	\$150	Wooden door frame for rooms that do not require total privacy
Federal Lattice Window Door	\$200	Glass panes in the upper half of door
Windsor Door	\$300	Designer leaded glass door
Monticello Door	\$400	7 rows of 3 panes, topped with a 6-pane half circle, allow maximum light to flow into your home

## Window Tool

Let the sun shine in to pump up your Room score. Sims love light, so install plenty of windows from the start. Simply click on the selected window and place it on any right-angle wall (remember, you cannot place doors, windows, or objects on a diagonal wall). Window style is strictly personal—all windows exert the same positive effect on the Room score.

## TIP

*For aesthetic value, match your windows to your door style, such as the Monticello Door with Monticello Windows, as pictured in figure 5-7.*



**Fig. 5-7.** Monticello Doors and Windows provide maximum light.

## Window Types

NAME	COST	DESCRIPTION
Single-Pane Fixed Window	§50	This economy window still lets in the sun.
Single-Hung Window	§55	This looks good over the kitchen sink.
Privacy Window	§60	Tired of the neighborhood peeping Toms? This window is positioned higher on the wall.
Plate Glass Window	§65	This one's strictly glass from floor to ceiling.
El Sol Window	§80	This round ornamental window is a nice change from square and rectangular styles.
Monticello Window	§110	Use as a bedroom window to complement the Monticello door.
Windsor Window	§120	This ornamental natural wood window adds turn-of-the-century character to your home.
Monticello Window Full-Length	§200	This dramatic window looks beautiful on either side of a Monticello door.

## Floor Tool

Unless you like grass in your living room, use the Floor Tool to lay some flooring inside your house. *The Sims* also includes outdoor flooring that works well in patios, backyard barbecue areas, or as pathways to a pool or play area. One tile covers a single grid, and you can quickly finish an entire room with a single shift-click. The price range for floor coverings is §10–§20, and you have a selection of 29 different styles/colors.

### TIP

When you lay flooring inside a room with angled walls, half of the floor tiles appear on the other side of the wall, in another room or outside the house (see figure 5-8). To remove these outside tiles, place any floor type over the tiles, hold down the **Ctrl** key, and then click to delete them. The flooring on the other side of the wall remains undisturbed.



Fig. 5-8. After you finish the inside flooring, go back and delete the external tiles.

### NOTE

You can use any type of flooring inside or outside.

## Flooring Types

- Carpeting (7)
- Cement (1)
- Ceramic Tile-Small Tiles (3)
- Checkerboard Linoleum (1)
- Clay Paver Tiles (1)
- Colored Pavement (1)
- Granite (2)
- Gravel (1)
- Hardwood Plank (1)
- Inlaid Hardwood (1)
- Italian Tile (1)
- Poured Concrete (1)
- Shale (1)
- Striped Pavement (2, Both Directions)
- Tatami Mats (2)
- Terracotta Tile (1)
- Wood Parquet (2)

## Wallpaper Tool



Fig. 5-9. Use the Wallpaper Tool to create a different mood in every room.

There are 30 different indoor/outdoor wall coverings in *The Sims*, and just as with floor coverings, you are limited only by your budget and sense of style. Prices range from \$4 for basic wallpaper to \$14 for granite block. If you change your mind after putting up the wallpaper, you can rip it down and get your money back by holding down the **Ctrl** key and clicking on the ugly panel.

## Wallpaper Types

- Adobe (1)
- Aluminum Siding (1)
- Brick (2)
- Granite (1)
- Interior Wall Treatments (6 Fabric and Paint Combinations)
- Japanese Paper/Screens (4)
- Paint (4)
- Plaster (1)
- Stucco (1)
- Tudor (1)
- Wainscoting (1)
- Wallpaper (4)
- Wood Clapboard (1)
- Wood Paneling (1)
- Wood Shingles (1)

## Stair Tool

You may not plan to build a second story immediately, but it's still a good idea to place your staircase before you start filling your house with objects. Choose from four staircases, two at \$900 and two at \$1,200. But, no matter how much you spend, they still get your Sims up and down the same way.

Style is considerably less important than function. You don't want to interrupt the traffic flow inside your house, especially to critical rooms such as the bathroom and kitchen. For this reason, staircases work well against a wall, where they are out of the way, or between two large, open rooms, such as the kitchen and family room (figure 5-10).



Fig. 5-10. Both of these placements keep the staircases out of the main traffic patterns.

If you don't have the money to finish the second story, just place the staircase and forget about it. The Sims won't go upstairs until you add a second story. After the staircase is positioned, the process for building a second story is exactly the same as building the first floor. The only obvious difference is that the buildable wall space extends out one square beyond the walls on the first floor. This allows you to squeeze a little extra space for a larger room or balcony.

## Roof Tool

Although it is much easier to play *The Sims* using the Walls Cutaway or Walls Down options on the Control Panel, you will want to step back and enjoy your masterpiece in all of its crowning glory. The Roof Tool allows you to select a Shallow, Medium, or Steep Pitch for your roof, and choose from a selection of four roof patterns.

## Water Tools

### Pool Tool

Now that you have walls, floors, and doors, it's time to add a pool. Of course, this isn't a necessity, but your Sims love to swim, and it's an easy way to add important Body points. After placing your pool, don't forget to add a ladder so your Sims can get in and out of the pool (diving board is optional). The Pool Tool also places light-colored cement squares as decking around your pool. You can go back and cover these tiles with the outdoor surface of your choice, as displayed in figure 5-11. You can also add fencing around your deck to give your pool a more finished look.



Fig. 5-11. With the pool and decking in place, you have room to add an outdoor barbecue and beverage cart.

## Water Tool



Fig. 5-12.

If you want to add decorative, free form pools on your property, use the Water Tool to place oval-shaped sections of pond. You can drag the tool to place a long oval pond, or connect several small ponds to form an irregular pattern, as pictured in figure 5-12. Your Sims can't swim in ponds, and they cannot walk on water, so don't forget to include a pathway.

## Fireplace Tool



Fig. 5-13. It looks innocent enough, but a roaring fire can turn nearby objects or Sims into a deadly inferno.

When placed safely out of the way of flammable objects, a fireplace adds a major boost to the Room score. However, it can be a dangerous fire hazard if Sims wander too close, so give it a wide berth when a fire is roaring.

## Plant Tool

Now, it's time to put the finishing touches on the exterior of your house. Using the Plant Tool, you can select from 14 different plants, priced from \$5 for Wildflowers to \$300 for an Apple Tree. The following types of vegetation are included:

### Plant Types

- Flowers (4)
- Bushes (1)
- Hedges (2)
- Shrubs (2)
- Trees (5)

Let your green thumb go wild, but don't forget that only trees and shrubs will thrive without regular watering. If you want colorful flowers, you'll probably need to hire a Gardener.



Fig. 5-14. This colorful landscaping will require the services of a Gardener, or a Sim with a lot of time to kill.

## Special Editing Tools

In addition to the building tools described above, there are two other options on the Build Mode Control Panel. The curved arrows pictured at the bottom corner of figure 5-15 allow you to undo or repeat your last action(s). This is a quick way to delete unwanted items.



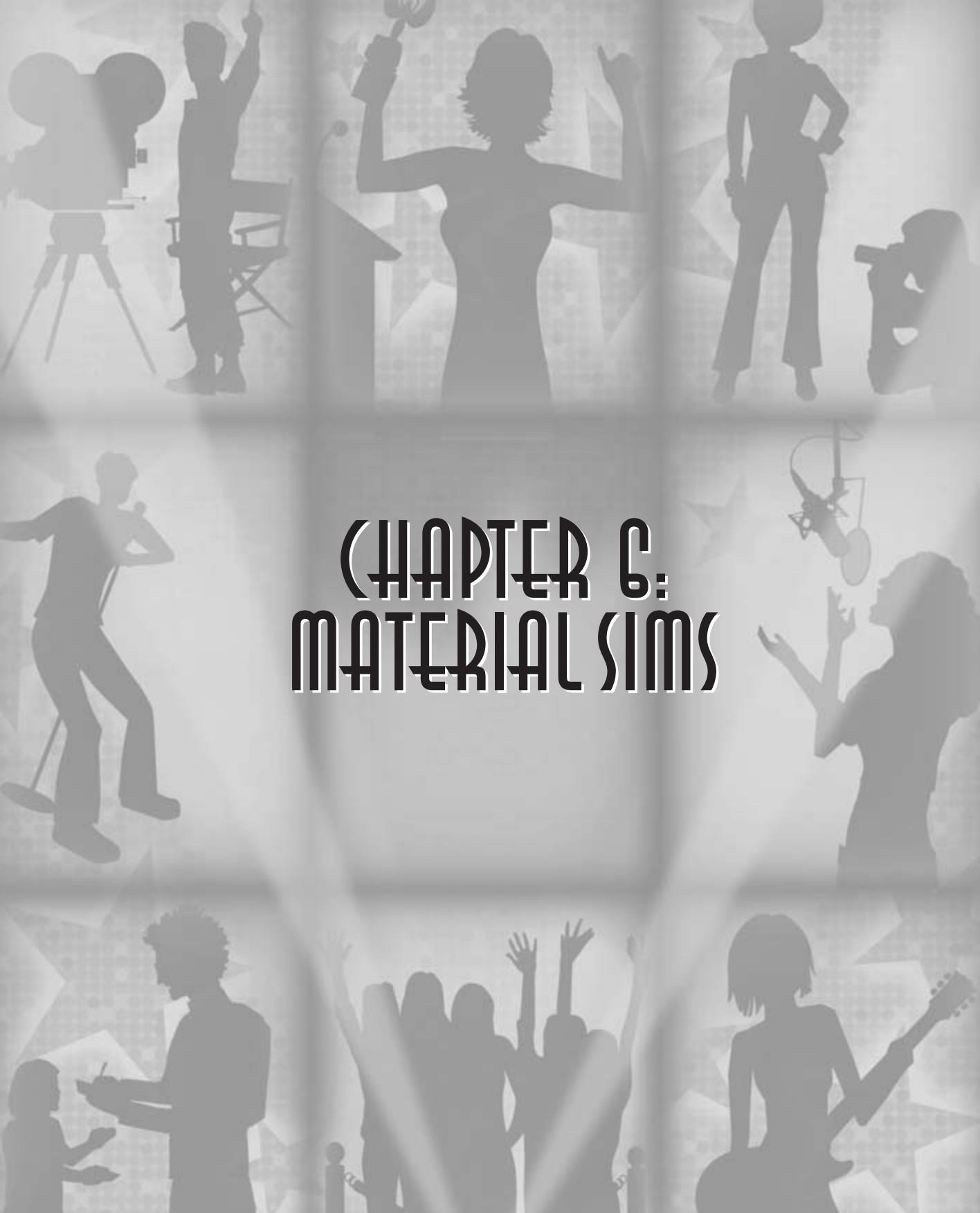
Fig. 5-15. Click Undo Last to reverse your most recent actions.

If the undo button is unavailable, you can click on the Hand Tool, select any object, and then press the Delete key to sell it back. For directions on how to delete walls, wall coverings, and floor coverings, see the appropriate sections in this chapter.



Fig. 5-16. Select an item with the Hand Tool, then press Delete to make it go away.





# CHAPTER C: MATERIAL SIMS

## Introduction

This chapter covers the eight categories of objects available in Buy Mode: Seating, Surfaces, Decorative, Electronics, Appliances, Plumbing, Lighting, and Miscellaneous. Every object is listed with its purchase price, related Motives, and Efficiency ratings. You can shop 'til you drop, but it's more important to buy smart than to buy often. Our comprehensive Buying Guide is just ahead, but first let's study some important factors that impact your spending habits.

## Buying for Needs, Instead of Needing to Buy

If you select a ready-made house for your new Sim family, you acquire walls, floors, and a roof, but little else. The house is empty, with nary a toilet, bed, or refrigerator in sight. Depending upon how much you spent on the house, you'll have a few thousand Simoleans to use in Buy Mode, where you can purchase more than 150 objects. Most objects affect your Sims' environment in positive ways. However, not every object is a necessity. In fact, if you are a recovering shopping channel addict, this is not a good time to fall off your wallet. Make your first purchases with The Sims' Motives (or Needs) in mind. You can review your Sims' current Needs state by clicking on the Mood icon. We provide detailed descriptions in the Motives chapter, but for now, here is a basic shopping list that will help you get your Sims' Need bars out of the red zone during the early stages of a game.

### TIP

*In most instances, an expensive item has a greater impact on the related Need bar than an economy model. For example, a \$300 cot gives your Sim a place to crash, but a \$3,000 Mission Bed provides more Comfort and lets your Sim get by on less sleep. As an added bonus, the top-of-the-line bed also adds to the overall Room score.*



Fig. 6-1. Despite logging only five hours of sleep, Bella is feeling pretty good, thanks to her \$3000 Mission bed.



Fig. 6-2. A big-screen TV is fun for your Sims, but also for the neighbors, who will often hang out, and boost your Social score.

NEED	ITEM	EXPLANATION
Hunger	Refrigerator, Food Processor, Stove	A refrigerator alone will sustain life, but you will greatly improve the quality of Sim meals by using a food processor and stove. However, there is a risk of fire if your Sim doesn't have at least two Cooking Skill points.
Comfort	Bed, Chairs	Sims will sleep anywhere when they are tired, but a bed is highly recommended for sleeping, and you'll need chairs (for eating and working at the computer), and a couch for napping. A bathtub provides a little extra comfort for your Sims, but it isn't critical, provided you have a shower.
Hygiene	Sink, Shower	Dirty Sims spend a lot of time waving their arms in the air to disperse their body odor. Not a pretty sight. Fortunately, a sink and shower go a long way toward improving their state of mind (not to mention the smell).
Bladder	Toilet	When you gotta go, you gotta go. Sims prefer using a toilet, but if one is not available, they will relieve themselves on the floor. This not only causes great shame and embarrassment, but someone in your family will have to clean up the mess. It's also very bad for your Hygiene levels.
Energy	Bed	If you don't want to spawn a family of insomniacs, buy a sufficient number of beds for your Sims. A shot of coffee or espresso provides a temporary Energy boost, but it is definitely not a long-term solution.
Fun	TV	The boob tube is the easiest and cheapest way to give your Sims a break from their daily grinds. You can add other, more exciting, items later, but this is your best choice early on.
Social	Telephone	Ignore this for a short time while you focus on setting up your house. However, don't force your Sims into a solitary lifestyle. Other Sims may walk by the house, but you'll have better results after buying a telephone, so that you can invite people over and gain Social points when they arrive.
Room	Windows, Lamps, Decorations, Landscaping	Sims like plenty of light, from windows during the day and artificial lighting at night. Table Lamps are the cheapest, but they can only be placed on raised surfaces. As your game progresses, you can add decorations and landscaping to boost the Room score.

## Sims Can Be Hard to Please

Given a fat bank account, it would seem that you can always cheer up your Sims with a few expensive purchases. Not exactly. While you are spending your hard-earned Simoleans, the Sims are busy comparing everything that you buy to everything they already own. If you fail to keep your Sims in the manner to which they are accustomed, their responses to your new objects may be indifferent or even downright negative. Every time you make a purchase, the game uses an assessment formula to calculate your Sim's response. The logic goes like this:

- Calculates the average value of everything in your house (including outdoor items).
- Subtracts 10 percent of the new object's value for each existing copy of the same item. Don't expect your family members to jump for joy if you add a hot tub to every room in the house.
- Compares the value of the new object with all existing objects in your house. If the new purchase is worth 20 percent or more above the average value of current items, the Sim exhibits a positive response by clapping.
- If the new object is within 20 percent (above or below) of the current average value of all items in your household, the Sim gives you an uninspired shrug.
- If the new object is less than 20 percent below the average value, your Sim waves it off and you'll see a red X through the object.



Fig. 6-3. Compared to the \$2,100 "Snails With Icicles in Nose," this \$45 clown picture doesn't quite stack up.

## Your Diminishing Net Worth

When times are tough, you may need to raise cash by selling objects in your house. With rare exception, you will never match your initial investment, thanks to instant depreciation, and as time goes on, your belongings continue to lose value until they reach their depreciation limits. The following table lists every object in *The Sims* (alphabetically), including purchase price and depreciated values.

### TIP

*Although depreciation reduces the value of your furnishings over time, there is a buyer's remorse period when you can return the item for full value (if it has been less than 24 hours since you purchased it). So, if you have second thoughts about that new hot tub, simply select the item and hit the Delete key to get your money back.*



Fig. 6-4. This Pyrotorre Gas Range is \$1,000 new, but after depreciation it's worth only \$300.

**Object Depreciation**

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Alarm: Burglar	§250	§62	§2	§50
Alarm: Smoke	§50	§12	§0	§10
Aquarium	§200	§30	§2	§80
Bar	§800	§120	§8	§320
Barbecue	§350	§70	§4	§105
Basketball Hoop (Cheap Eaze)	§650	§98	§6	§260
Bed: Double	§450	§68	§4	§180
Bed: Double (Mission)	§3,000	§450	§30	§1,200
Bed: Double (Napoleon)	§1,000	§150	§10	§400
Bed: Single (Spartan)	§300	§45	§3	§120
Bed: Single (Tyke Nyte)	§450	§68	§4	§180
Bench: Garden	§250	§38	§2	§100
Bookshelf: Amishim	§500	§75	§5	§200
Bookshelf: Libri di Regina	§900	§135	§9	§360
Bookshelf: Pine	§250	§38	§2	§100
Chair: Deck (Survivall)	§150	§22	§2	§60
Chair: Dining (Empress)	§600	§90	§6	§240
Chair: Dining (Parisienne)	§1,200	§180	§12	§480
Chair: Dining (Teak)	§200	§30	§2	§80
Chair: Dining (Werkbunnst)	§80	§12	§1	§32
Chair: Living Room (Citronel)	§450	§68	§4	§180
Chair: Living Room (Country Class)	§250	§38	§2	§100
Chair: Living Room (Sarrbach)	§500	§75	§5	§200
Chair: Living Room (Wicker)	§80	§12	§1	§32
Chair: Office	§100	§15	§1	§40



# Prima's Official Strategy Guide

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Chair: Recliner (Back Slack)	§250	§38	§2	§100
Chair: Recliner (Von Braun)	§850	§128	§8	§340
Chess Set	§500	§75	§5	§200
Clock: Alarm	§30	§4	§0	§12
Clock: Grandfather	§3,500	§525	§35	§1,400
Coffee: Espresso Machine	§450	§90	§4	§135
Coffeemaker	§85	§17	§1	§26
Computer (Brahma 2000)	§2,800	§700	§28	§560
Computer (Marco)	§6,500	§1,625	§65	§1,300
Computer (Microscotch)	§1,800	§450	§18	§360
Computer (Moneywell)	§999	§250	§10	§200
Counter: Bath (Count Blanc)	§400	§60	§4	§160
Counter: Kitchen (Barcelona: In)	§800	§120	§8	§320
Counter: Kitchen (Barcelona: Out)	§800	§120	§8	§320
Counter: Kitchen (NuMica)	§150	§22	§2	§60
Counter: Kitchen (Tiled)	§250	§38	§2	§100
Desk (Cupertino)	§220	§33	§2	§88
Desk (Mesquite)	§80	§12	§1	§32
Desk (Redmond)	§800	§120	§8	§320
Dishwasher (Dish Duster)	§550	§110	§6	§165
Dishwasher (Fuzzy Logic)	§950	§190	§10	§285
Dollhouse	§180	§27	§2	§72
Dresser (Antique Armoire)	§1,200	§180	§12	§480
Dresser (Kinderstuff)	§300	§45	§3	§120

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Dresser (Oak Armoire)	\$550	\$82	\$6	\$220
Dresser (Pinegulcher)	\$250	\$38	\$2	\$100
Easel	\$250	\$38	\$2	\$100
Exercise Machine	\$700	\$105	\$7	\$280
Flamingo	\$12	\$2	\$0	\$5
Food Processor	\$220	\$44	\$2	\$66
Fountain	\$700	\$105	\$7	\$280
Fridge (Freeze Secret)	\$2,500	\$500	\$25	\$750
Fridge (Llamark)	\$600	\$120	\$6	\$180
Fridge (Porcina)	\$1,200	\$240	\$12	\$360
Hot Tub	\$6,500	\$1,300	\$65	\$1,950
Lamp: Floor (Halogen)	\$50	\$8	\$0	\$20
Lamp: Floor (Lumpen)	\$100	\$15	\$1	\$40
Lamp: Floor (Torchosteronne)	\$350	\$52	\$4	\$140
Lamp: Garden	\$50	\$7	\$1	\$20
Lamp: Love n' Haight	\$80	\$12	\$1	\$32
Lava				
Lamp: Table (Antique)	\$300	\$45	\$3	\$120
Lamp: Table (Bottle)	\$25	\$4	\$0	\$10
Lamp: Table (Ceramiche)	\$85	\$13	\$1	\$34
Lamp: Table (Elite)	\$180	\$27	\$2	\$72
Medicine Cabinet	\$125	\$19	\$1	\$50
Microwave	\$250	\$50	\$2	\$75
Mirror: Floor	\$150	\$22	\$2	\$60
Mirror: Wall	\$100	\$15	\$1	\$40
Phone: Tabletop	\$50	\$12	\$0	\$10
Phone: Wall	\$75	\$19	\$1	\$15
Piano	\$3,500	\$525	\$35	\$1,400
Pinball Machine	\$1,800	\$450	\$18	\$360
Plant: Big (Cactus)	\$150	\$22	\$2	\$60
Plant: Big (Jade)	\$160	\$24	\$2	\$64
Plant: Big (Rubber)	\$120	\$18	\$1	\$48



# Prima's Official Strategy Guide

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Plant: Small (Geranium)	\$45	\$7	\$0	\$18
Plant: Small (Spider)	\$35	\$5	\$0	\$14
Plant: Small (Violets)	\$30	\$4	\$0	\$12
Play Structure	\$1,200	\$180	\$12	\$480
Pool Table	\$4,200	\$630	\$42	\$1,680
Shower	\$650	\$130	\$6	\$195
Sink: Bathroom Pedestal	\$400	\$80	\$4	\$120
Sink: Kitchen (Double)	\$500	\$100	\$5	\$150
Sink: Kitchen (Single)	\$250	\$50	\$2	\$75
Sofa (Blue Pinstripe)	\$400	\$60	\$4	\$160
Sofa (Contempto)	\$200	\$30	\$2	\$80
Sofa (Country)	\$450	\$68	\$4	\$180
Sofa (Deiter)	\$1,100	\$165	\$11	\$440
Sofa (Dolce)	\$1,450	\$218	\$14	\$580
Sofa (Recycled)	\$180	\$27	\$2	\$72
Sofa (SimSafari)	\$220	\$33	\$2	\$88
Sofa: Loveseat (Blue Pinstripe)	\$360	\$54	\$4	\$144
Sofa: Loveseat (Contempto)	\$150	\$22	\$2	\$60
Sofa: Loveseat (Country)	\$340	\$51	\$3	\$136
Sofa: Loveseat (Indoor-Outdoor)	\$160	\$24	\$2	\$64
Sofa: Loveseat (Luxuriare)	\$875	\$131	\$9	\$350
Stereo (Strings)	\$2,550	\$638	\$26	\$510
Stereo (Zimantz)	\$650	\$162	\$6	\$130
Stereo: Boom Box	\$100	\$25	\$1	\$20
Stove (Dialectric)	\$400	\$80	\$4	\$120
Stove (Pyrotorre)	\$1,000	\$200	\$10	\$300
Table: Dining (Colonial)	\$200	\$30	\$2	\$80
Table: Dining (Mesa)	\$450	\$68	\$4	\$180

NAME	PURCHASE PRICE	INITIAL DEPRECIATION	DAILY DEPRECIATION	DEPRECIATION LIMIT
Table: Dining (NuMica)	§95	§14	§1	§38
Table: Dining (Parisienne)	§1,200	§180	§12	§480
Table: End (Anywhere)	§120	§18	§1	§48
Table: End (Imperious)	§135	§20	§1	§54
Table: End (KinderStuff)	§75	§11	§1	§30
Table: End (Mission)	§250	§38	§2	§100
Table: End (Pinegulcher)	§40	§6	§0	§16
Table: End (Sumpto)	§300	§45	§3	§120
Table: End (Wicker)	§55	§8	§1	§22
Table: Outdoor (Backwoods)	§200	§30	§2	§80
Toaster Oven	§100	§20	§1	§30
Toilet (Flush Force)	§1,200	§240	§12	§360
Toilet (Hygeia-O-Matic)	§300	§60	§3	§90
Tombstone/Urn	§5	§1	§0	§2
Toy Box	§50	§8	§0	§20
Train Set: Large	§955	§239	§10	§191
Train Set: Small	§80	§20	§1	§16
Trash Compactor	§375	§75	§4	§112
Tub (Hydrothera)	§3,200	§640	§32	§960
Tub (Justa)	§800	§160	§8	§240
Tub (Sani-Queen)	§1,500	§300	§15	§450
TV (Monochrome)	§85	§21	§1	§17
TV (Soma)	§3,500	§875	§35	§700
TV (Trottco)	§500	§125	§5	§100
VR Glasses	§2,300	§575	§23	§460

## The Sims Buying Guide

The following sections represent the eight item categories that appear when you click the Buy Mode button on the control panel. We've added a few subcategories to make it easier to find a specific object. The Efficiency Value (1–10) indicates how well the item satisfies each Motive. You get what you pay for in *The Sims*, so an \$80 chair doesn't quite stack up to an \$850 recliner when it comes to boosting your Comfort level, and it cannot restore Energy.

### Seating

#### Chairs

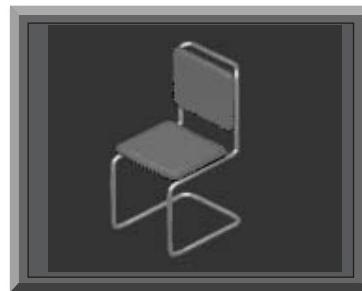
There are three types of chairs in *The Sims*: movable, stationary, and reclining. Any chair will function at a desk or table for eating and using objects. If your budget is tight, you can also use cheaper chairs for watching TV or reading, but their Comfort ratings are very low. You can use high-ticket dining room chairs at the computer, but that is probably overkill. You are better off placing them in the dining room where you receive greater benefit from their enhanced Room ratings.

Stationary chairs are cushier and nicely upholstered (depending on your taste, of course), and they usually provide more comfort. Finally, the reclining chairs are top of the line, giving you increased comfort and the added benefit of being able to catch a few Zs in the reclining position.

### TIP

*Chair placement is critical, especially around tables. A Sim will not move a chair sideways, only forward and backward. So, position the chair properly or the Sim will not be able to use the table (or what is on it). Also, be careful not to trap a Sim in a corner when a chair is pulled out. For example, if a child is playing with a train set in the corner of the room, and another Sim pulls out a chair to use the computer, the child would be trapped in the corner until the computer user is finished.*

#### Werkbunnst All-Purpose Chair



Type: Movable

Cost: \$80

Motive: Comfort (2)

#### Posture Plus Office Chair

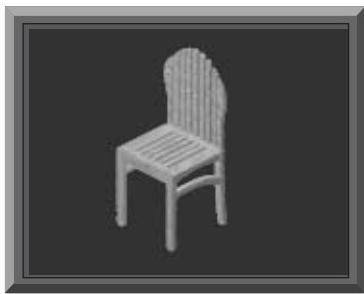


Type: Movable

Cost: \$100

Motive: Comfort (3)

## Deck Chair by Survival1



Type: Movable

Cost: §150

Motive: Comfort (3)

## Parisienne Dining Chair



Type: Movable

Cost: §1,200

Motives: Comfort (6),  
Room (3)

## Touch of Teak Dinette Chair

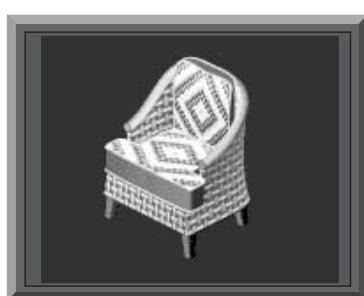


Type: Movable

Cost: §200

Motive: Comfort (3)

## Sioux City Wicker Chair

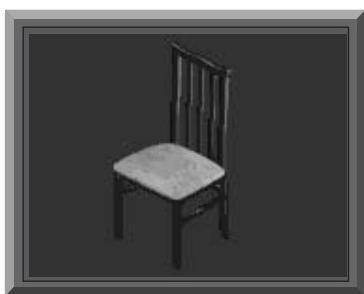


Type: Stationary

Cost: §80

Motive: Comfort (2)

## Empress Dining Room Chair

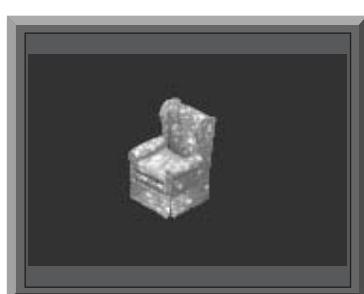


Type: Movable

Cost: §600

Motives: Comfort (4),  
Room (2)

## Country Class Armchair

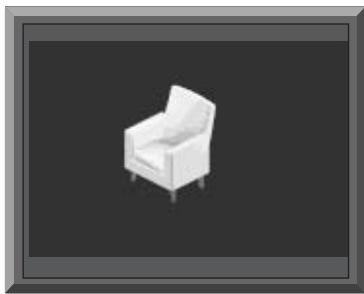


Type: Stationary

Cost: §250

Motive: Comfort (4)

## "Citronel" from Chiclettina Inc.

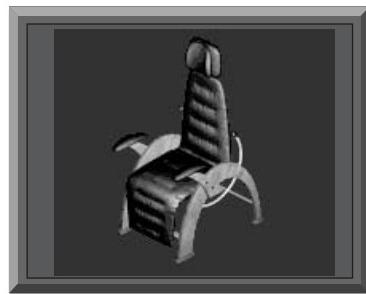


Type: Stationary

Cost: §450

Motive: Comfort (6)

## "Von Braun" Recliner

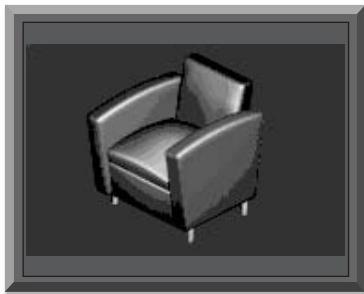


Type: Recliner

Cost: §850

Motives: Comfort (9),  
Energy (3)

## "The Sarrbach" by Werkbunnst



Type: Stationary

Cost: §500

Motive: Comfort (6)

## Couches

Sitting down is fine for reading, eating, or working, but for serious vegging, your Sims need a good couch. When selecting a couch, function is more important than quality. If you are looking for a place to take naps, pay more attention to the Energy rating than the Comfort or Room ratings. A multipurpose couch should have good Energy and Comfort ratings. However, if you are furnishing your party area, select one that looks good, thereby enhancing your Room rating. Stay away from the cheapest couches (under §200). For a few extra dollars, a medium-priced couch will make your Sims a lot happier. When you're flush with Simoleans, don't forget to dress up your garden with the outdoor bench. You can't sleep on it, but it looks great.

## "Back Slack" Recliner



Type: Recliner

Cost: §250

Motives: Comfort (6),  
Energy (3)

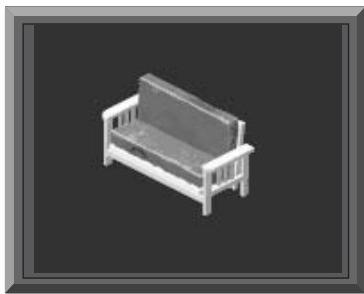
## Contempto Loveseat



Cost: §150

Motives: Comfort (3),  
Energy (4)

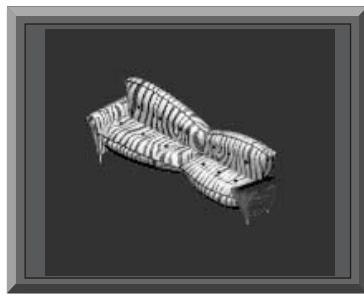
## Indoor-Outdoor Loveseat



Cost: §160

Motives: Comfort (3),  
Energy (4)

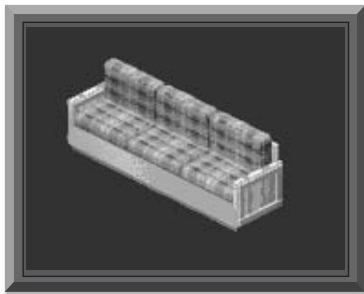
## SimSafari Sofa



Cost: §220

Motives: Comfort (3),  
Energy (5)

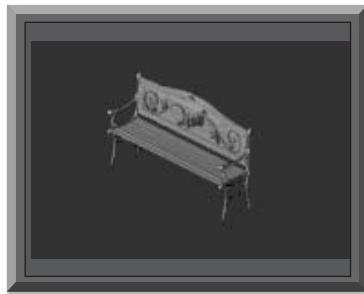
## Recycled Couch



Cost: §180

Motives: Comfort (2),  
Energy (5)

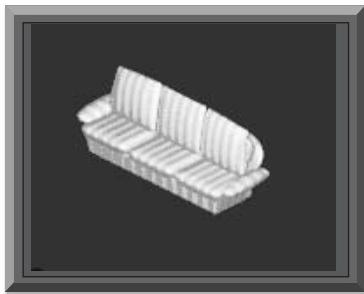
## Parque Fresco del Aire Bench



Cost: §250

Motive: Comfort (2)

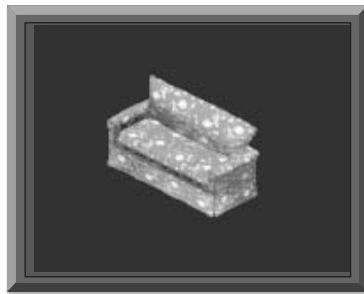
## Contempto Couch



Cost: §200

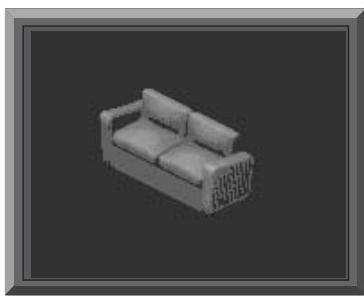
Motives: Comfort (3),  
Energy (5)

## Country Class Loveseat

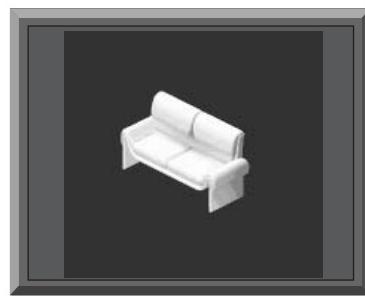


Cost: §340

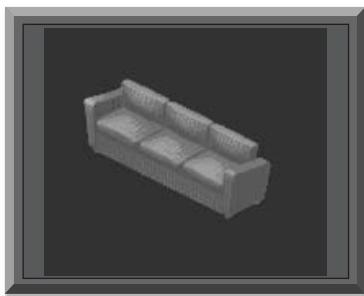
Motives: Comfort (5),  
Energy (4)

**Pinstripe Loveseat from Zecutime**

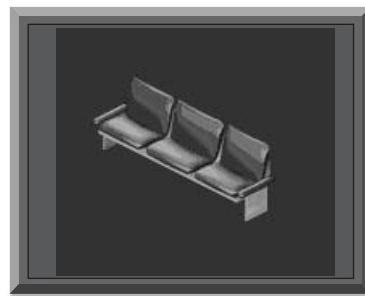
Cost: §360

Motives: Comfort (5),  
Energy (4)**Luxuriare Loveseat**

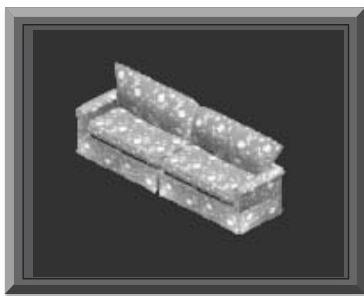
Cost: §875

Motives: Comfort (8),  
Energy (4), Room (2)**Pinstripe Sofa from Zecutime**

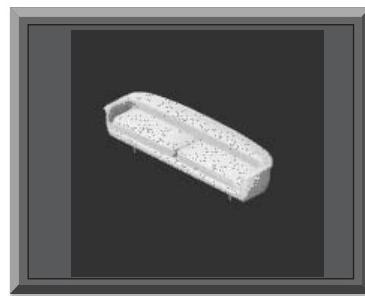
Cost: §400

Motives: Comfort (5),  
Energy (5)**“The Deiter” by Werkbunnst**

Cost: §1,100

Motives: Comfort (8),  
Energy (5), Room (3)**Country Class Sofa**

Cost: §450

Motives: Comfort (5),  
Energy (5)**Dolce Tutti Frutti Sofa**

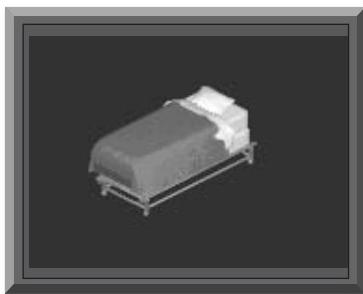
Cost: §1,450

Motives: Comfort (9),  
Energy (5), Room (3)

## Beds

Getting enough sleep can be one of the most frustrating goals in *The Sims*, especially if there is a new baby in the house, or your car pool arrives at some ungodly hour of the morning. In the early stages of a game, it is not important to spend a bundle of money on a designer bed. However, an upgrade later on is well worth the money, because a top-of-the-line bed recharges your Energy bar faster.

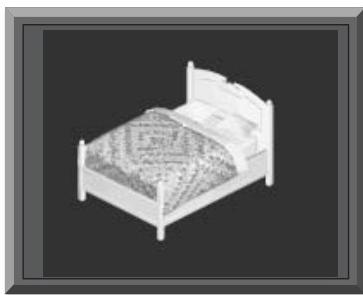
## Spartan Special



Cost: §300

Motives: Comfort (6),  
Energy (7)

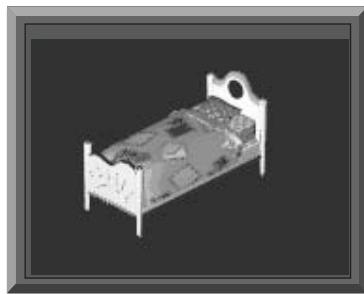
## Cheap Eazzzz Double Sleeper



Cost: §450

Motives: Comfort (7),  
Energy (8)

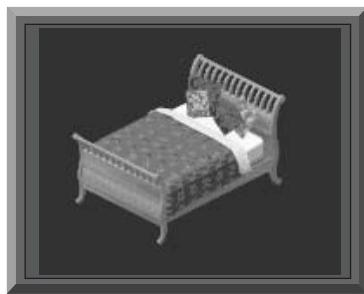
## Tyke Nyte Bed



Cost: §450

Motives: Comfort (7),  
Energy (7)

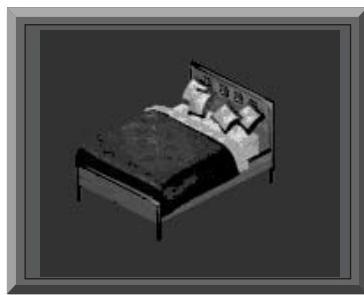
## Napoleon Sleigh Bed



Cost: §1,000

Motives: Comfort (8),  
Energy (9)

## Modern Mission Bed



Cost: §3,000

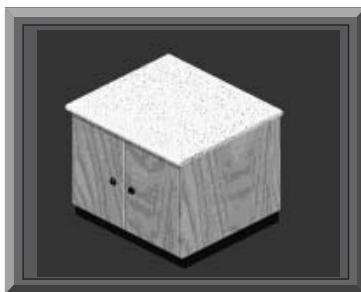
Motives: Comfort (9),  
Energy (10), Room (3)

## Surfaces

Sims will eat or read standing up if they have to, but they won't be particularly happy about it. Sitting at a table while eating a meal bolsters a Sim's Comfort. Since your Sims have to eat to satisfy Hunger, they might as well improve Comfort, too. Many objects require elevated surfaces, so allow enough room for nightstands (alarm clock, lamps), tables (computer), and countertops (microwave, coffeemaker, etc.), when you design the interior of your house. Also, your Sims cannot prepare food on a table, so provide ample countertop space in the kitchen, or you may find them wandering into the bathroom to chop veggies on the counter (hair in the soup—yummy!).

## Countertops

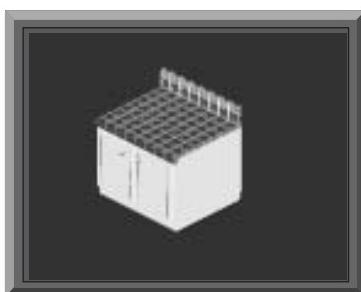
### NuMica Kitchen Counter



Cost: §150

Motive: None

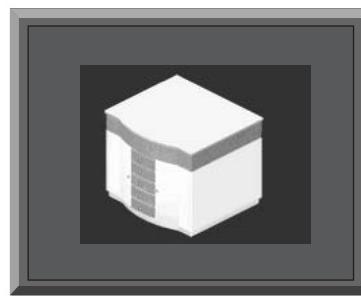
### Tiled Counter



Cost: §250

Motive: None

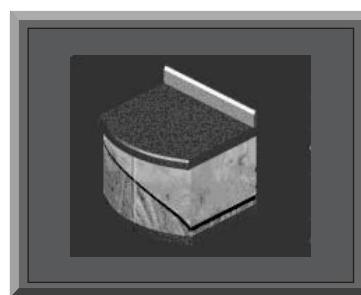
### Count Blanc Bathroom Counter



Cost: §400

Motive: None

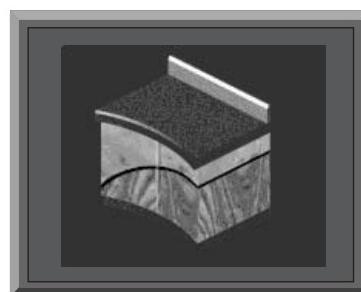
### "Barcelona" Outcurve Counter



Cost: §800

Motive: Room (2)

### "Barcelona" Incurve Counter

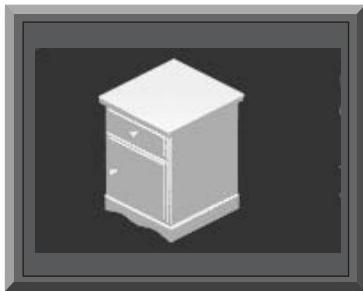


Cost: §800

Motive: Room (2)

### End Tables

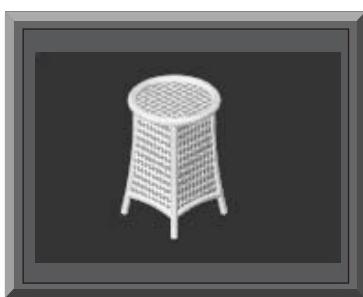
#### Pinegulcher End Table



Cost: §40

Motive: None

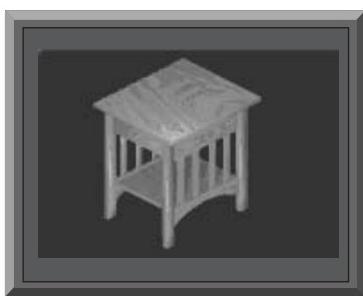
#### Wicker Breeze End Table



Cost: §55

Motive: None

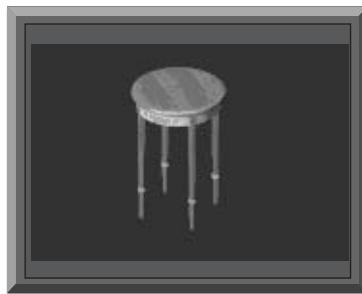
#### “Anywhere” End Table



Cost: §120

Motive: None

#### Imperious Island End Table



Cost: §135

Motive: None

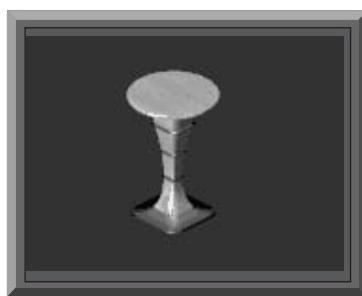
#### Modern Mission End Table



Cost: §250

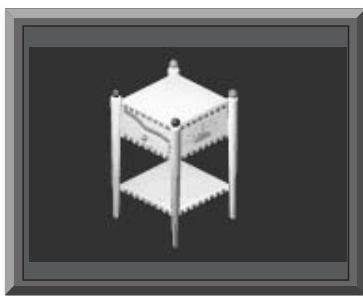
Motive: Room (1)

#### Sumpto End Table



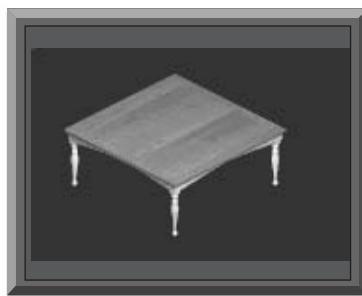
Cost: §300

Motive: Room (1)

**KinderStuff Nightstand**

Cost: §75

Motive: None

**"Colonial Legacy" Dining Table**

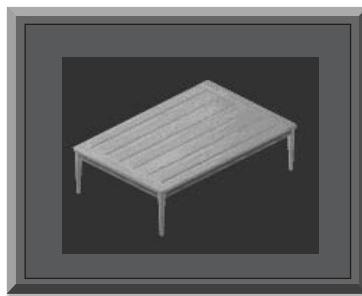
Cost: §200

Motive: None

**Desks/Tables****Mesquite Desk/Table**

Cost: §80

Motive: None

**Backwoods Table by Survival**

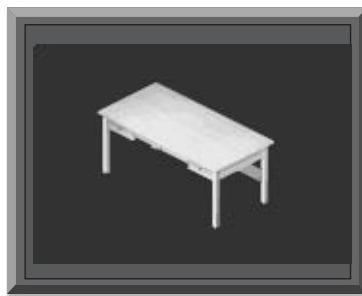
Cost: §200

Motive: None

**NuMica Folding Card Table**

Cost: §95

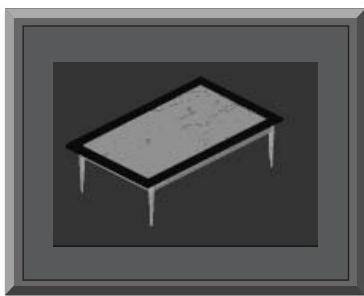
Motive: None

**London "Cupertino" Collection Desk/Table**

Cost: §220

Motive: None

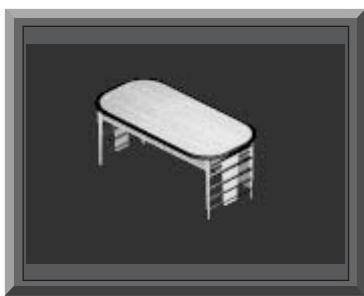
### London “Mesa” Dining Design



Cost: §450

Motive: Room (2)

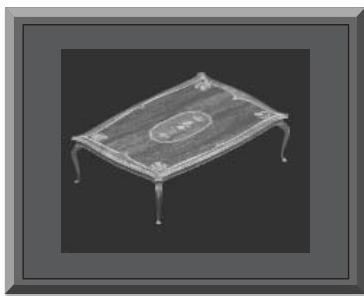
### The “Redmond” Desk/Table



Cost: §800

Motive: Room (2)

### Parisienne Dining Table



Cost: §1,200

Motive: Room (3)

### Decorative

After the essential furnishings are in place, you can improve your Room score by adding decorative objects. Some items, such as the grandfather clock and aquarium, require regular maintenance, but most decorative items exist solely for your Sims' viewing pleasure. You might even get lucky and buy a painting or sculpture that increases in value. In addition to enhancing the Room score, the aquarium and fountain have Fun value.

### Pink Flamingo



Cost: §12

Motive: Room (2)

### African Violet



Cost: §30

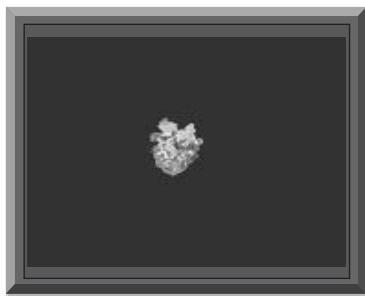
Motive: Room (1)

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**Spider Plant**

Cost: §35

Motive: Room (1)

**“Roxana” Geranium**

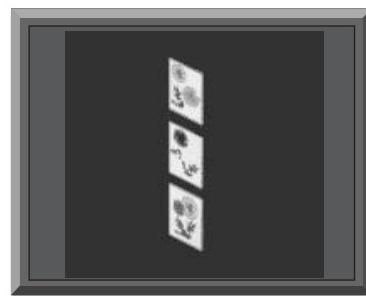
Cost: §45

Motive: Room (1)

**“Tragic Clown” Painting**

Cost: §45

Motive: Room (1)

**Watercolor by J.M.E.**

Cost: §75

Motive: Room (1)

**Rubber Tree Plant**

Cost: §120

Motive: Room (2)

***Echinopsis maximus* Cactus**

Cost: §150

Motive: Room (2)

### Jade Plant



Cost: §160

Motive: Room (2)

### “Delusion de Grandeur”



Cost: §360

Motive: Room (2)

### Poseidon’s Adventure Aquarium



Cost: §200

Motive: Fun (1), Room (2)

### “Fountain of Tranquility”



Cost: §700

Motives: Fun (1), Room (2)

### “Bi-Polar” by Conner I.N.



Cost: §240

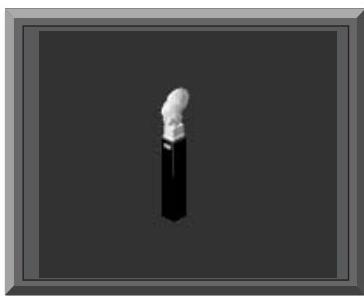
Motive: Room (2)

### Landscape #12,001 by Manny Kopees



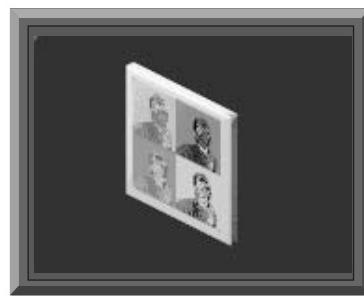
Cost: §750

Motive: Room (3)

**Bust of Athena by Klassick Repro. Inc.**

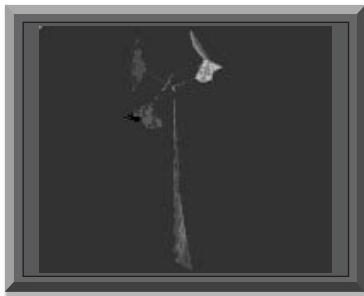
Cost: §875

Motive: Room (3)

**Portrait Grid by Payne A. Pitcher**

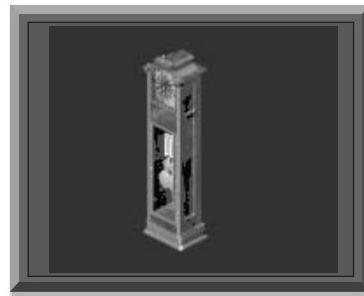
Cost: §3,200

Motive: Room (8)

**“Scylla and Charybdis”**

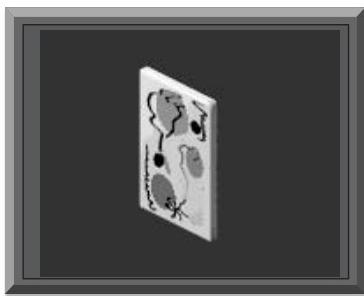
Cost: §1,450

Motive: Room (4)

**Grandfather Clock**

Cost: §3,500

Motive: Room (7)

**Snails With Icicles in Nose**

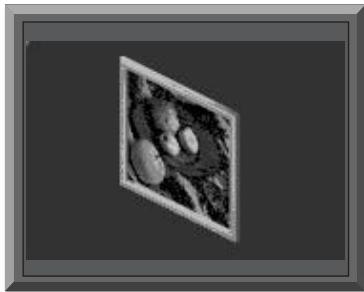
Cost: §2,140

Motive: Room (5)

**Blue China Vase**

Cost: §4,260

Motive: Room (7)

**"Still Life, Drapery and Crumbs"**

Cost: §7,600

Motive: Room (9)

**"Large Black Slab" by ChiChi Smith**

Cost: §12,648

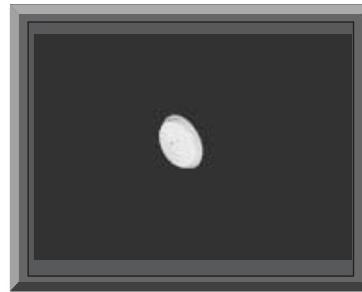
Motive: Room (10)

**Electronics**

This game offers a veritable potpourri of high-tech gadgetry, ranging from potentially lifesaving items such as smoke detectors to nonessential purchases such as pinball games or virtual reality headsets. Beyond the critical electronics items—smoke detectors, telephone for receiving calls or calling services and friends, TV for cheap fun, and computer for finding a job—you should focus on items with group activity potential, especially if you like socializing and throwing parties.

**TIP**

*Electronic items can break down on a regular basis, so it is a good idea to bone up on Mechanical Skills. Until you have a qualified fix-it Sim in the house, you'll be shelling out §50 an hour for a repairman.*

**FireBrand Smoke Detector**

Cost: §50

Motive: None

Notes: Each detector covers one room. At the very least, place a detector in any room that has a stove or fireplace.

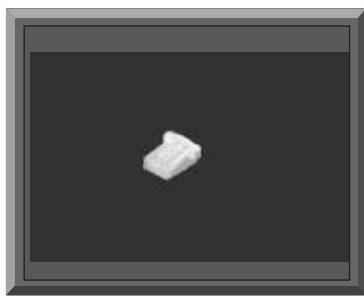
**SimSafety IV Burglar Alarm**

Cost: §250

Motive: None

Notes: An alarm unit covers one room, but an outside alarm covers an area within five tiles of the house. The police are called immediately when the alarm goes off.

## SCTC BR-8 Standard Telephone

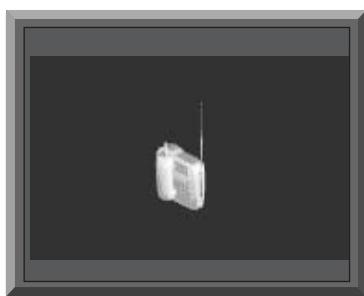


Cost: §50

Motive: None

**Notes:** This phone needs a surface, so it's less accessible. Best location is in the kitchen; stick with wall phones in the rest of the house.

## SCTC Cordless Wall Phone

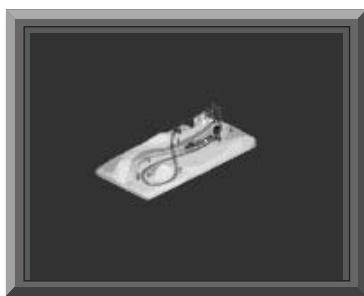


Cost: §75

Motive: None

**Notes:** Place these phones wherever your Sims spend a lot of time.

## Urchineer Train Set by Rip Co.



Cost: §80

Motive: Fun (2)

**Notes:** Group activity; can only be used by kids.

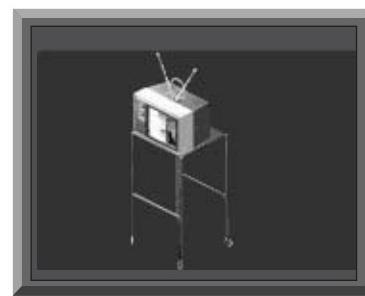
## Televisions

Buying a TV is the easiest way to put a little fun into your Sims' lives, and it is a group activity. You can maximize the effect by matching the program category with your Sim's personality, as noted in the following table.

PERSONALITY	FAVORITE TV SHOW
Active	Action
Grouchy (low nice)	Horror
Outgoing	Romance
Playful	Cartoon

Your TV will eventually break down, especially if you have a family of couch potatoes. Do not attempt to repair the TV unless your Sim has at least one Mechanical Skill point (three is even better). If your Sim doesn't have the proper training, poking around inside the TV will result in electrocution.

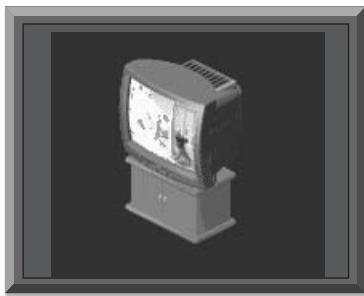
## Monochrome TV



Cost: §85

Motive: Fun (2)

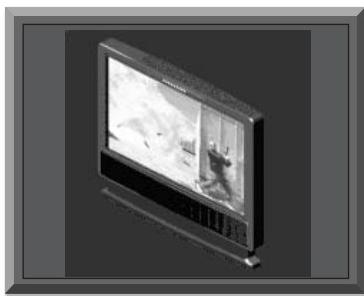
**Notes:** Strictly for tight budgets, but it gives your Sims a little mindless fun.

**Trottco 27" Color Television B94U**

Cost: §500

Motive: Fun (4)

Notes: A lazy Sim's favorite activity is watching TV.

**Soma Plasma TV**

Cost: §3,500

Motive: Fun (6), Room (2)

Notes: It's expensive, but it provides instant entertainment for a full house.

**Stereos**

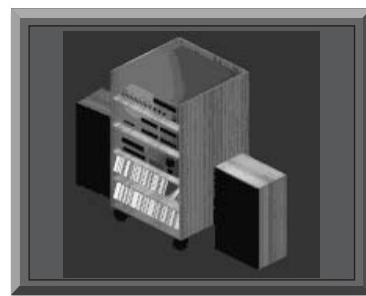
Dancing to the music is a great group activity, especially for Sims with effervescent personalities (although it is perfectly acceptable to dance alone). When a Sim dances with a houseguest, it increases both their Fun and Social ratings. You can personalize *The Sims* by placing your own MP3 files in the Music/Stations directory.

**"Down Wit Dat" Boom Box**

Cost: §100

Motive: Fun (2)

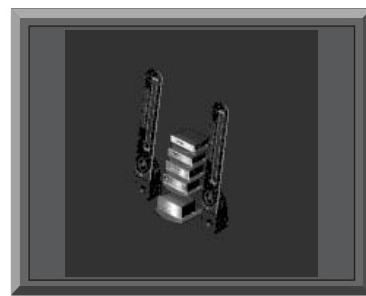
Notes: An inexpensive way to start a party in your front yard.

**Zimantz Component Hi-Fi Stereo**

Cost: §650

Motive: Fun (3)

Notes: Perfect for your big party room.

**Strings Theory Stereo**

Cost: §2,550

Motives: Fun (5), Room (3)

Notes: The ultimate party machine, this is the only stereo that enhances your Room score.

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## Computers

A computer is a Sim's best tool for finding a job. The computer has three job postings every day, making it three times as productive as the newspaper employment ads. Aside from career search, the computer provides entertainment for the entire family, and it helps the kids keep their grades up (better chance of cash rewards from the grandparents). Playful and lazy Sims love the computer. However, if only serious Sims occupy your house, you can grab a newspaper and let the age of technology pass you by.

### Moneywell Computer

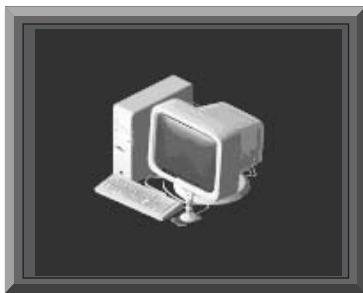


Cost: §999

Motive: Fun (3), Study

Notes: All you need is a basic computer for job searching.

### Microscotch Covetta Q628-1500JA

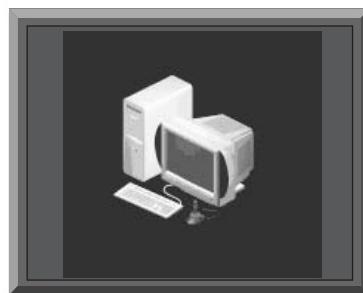


Cost: §1,800

Motive: Fun (5), Study

Notes: More power translates into better gaming.

### The Brahma 2000

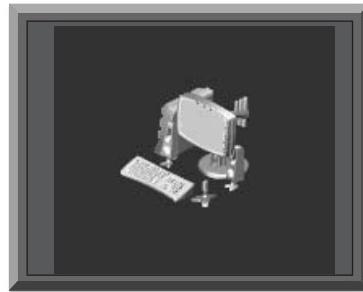


Cost: §2,800

Motive: Fun (7), Study

Notes: More than twice the fun of a basic computer.

### Meet Marco



Cost: §6,500

Motive: Fun (9), Study

Notes: For Sim power users—the family will fight for playing time on this beast.

## Games

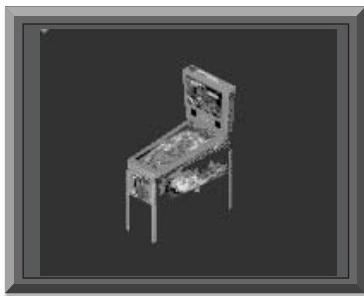
### OCD Systems SimRailRoad Town



Cost: §955

Motive: Fun (4), Room (3)

Notes: You need a large area for this train table, but it is an excellent group activity and it gives a serious boost to your Room score.

**"See Me, Feel Me" Pinball Machine**

Cost: §1,800

Motive: Fun (5)

Notes: Build a big family room and add a pinball machine to keep your guests occupied for hours.

**SSRI Virtual Reality Set**

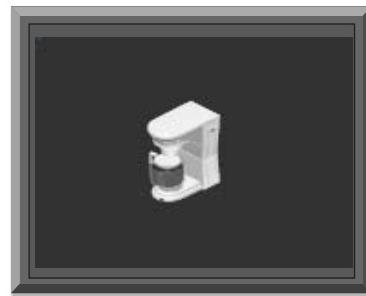
Cost: §2,300

Motive: Fun (7)

Notes: Playful Sims have been known to don VR glasses on their way to the bathroom (even with full bladders). For grins, wait until a Sim puts on the glasses, then immediately issue another command. The Sim head on the control panel will wear the glasses for the duration of your game.

**Appliances**

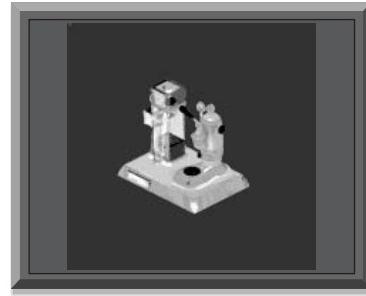
With the exception of the dishwasher and trash compactor, the Sim appliances are all devoted to the creation of food or java. At a bare minimum, you need refrigeration. However, if you want your Sims to eat like royalty, train at least one family member in the gentle art of cooking and provide that Sim with the latest in culinary tools.

**Mr. Regular-Joe Coffee**

Cost: §85

Motive: Bladder (-1), Energy (1)

Notes: Only adults can partake of the coffee rush. The effects are temporary, but sometimes it's the only way to get rolling.

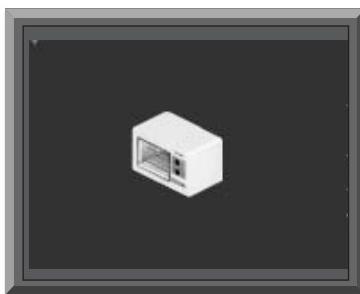
**Gaggia Simore Espresso Machine**

Cost: §450

Motive: Bladder (-2), Energy (2), Fun (1)

Notes: If you want a morning jolt, espresso is the way to go. You'll fill your bladder twice as fast as with regular coffee, but it is a small price to pay for more energy and a splash of fun.

## Brand Name Toaster Oven

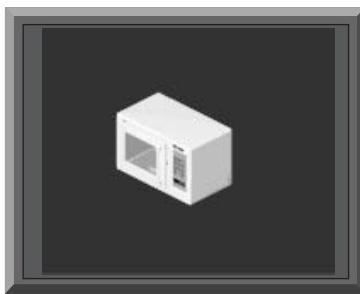


Cost: §100

Motive: Hunger (1)

**Notes:** This little roaster is better at starting fires than cooking food. Improve your Cooking Skills and buy a real oven. Until then, use a microwave.

## Positive Potential Microwave

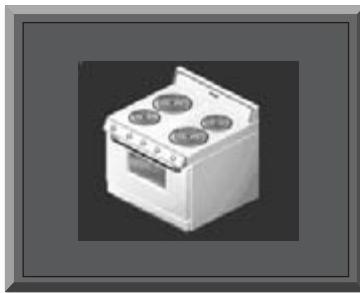


Cost: §250

Motive: Hunger (2)

**Notes:** You can warm up your food without burning the house down.

## Dialectic Free Standing Range



Cost: §400

Motive: Hunger (5)

**Notes:** After raising your Cooking Skills to three or above, you can create nutritious (and satisfying) meals on this stove.

## The "Pyrotorre" Gas Range



Cost: §1,000

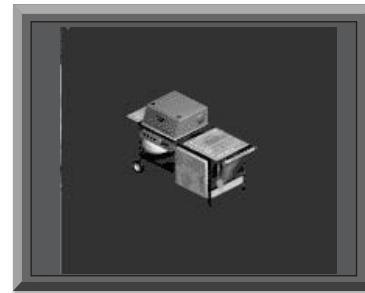
Motive: Hunger (7)

**Notes:** A skilled chef can create works of art on this stove.

## NOTE

*Although an expensive stove enhances your Sim meals, it is only one of three steps in the cooking process. To maximize the potential of your stove, you need an excellent refrigerator for storage, and a food processor for efficient preparation.*

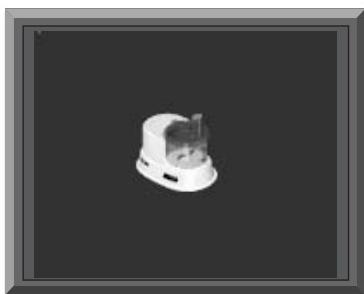
## Wild Bill THX-451 Barbecue



Cost: §350

Motive: Hunger (4)

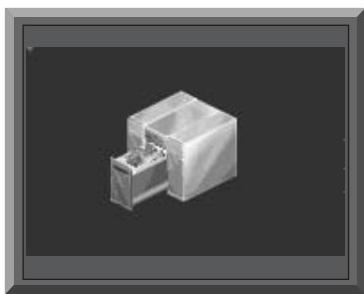
**Notes:** Only experienced adult chefs should fire up the barbecue. Be careful not to position the grill near flammable items.

**XLR8R Food Processor**

Cost: §220

Motive: Hunger (2)

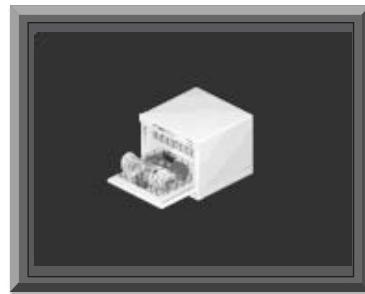
Notes: A food processor speeds up meal preparation and enhances food quality.

**Junk Genie Trash Compactor**

Cost: §375

Motive: None

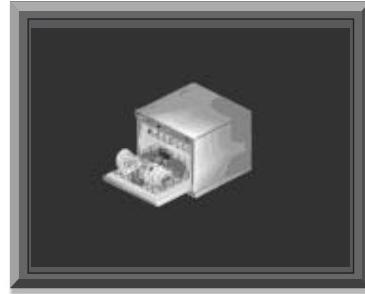
Notes: A compactor holds more garbage than a trash can, and even when it is full, it will not degrade the Room rating because the trash is concealed.

**Dish Duster Deluxe**

Cost: §550

Motive: Dirty dishes  
lower your Room score.

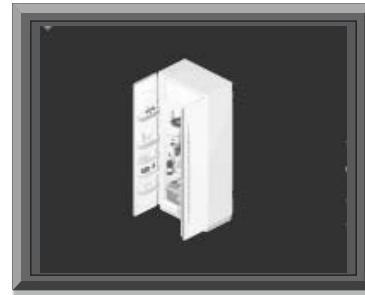
Notes: Kids can't use the dishwasher, but it still cuts cleanup time considerably, and the countertop can be used for placing other items (sorry, no eating allowed).

**Fuzzy Logic Dishwasher**

Cost: §950

Motive: Dirty dishes  
lower your Room score.

Notes: The Cadillac of dishwashers cleans up kitchen messes in a snap. This model has fewer breakdowns than the Dish Duster.

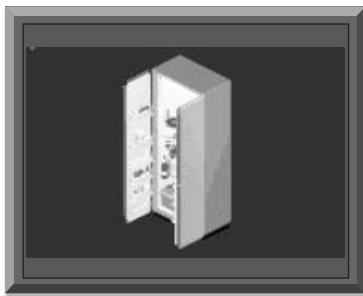
**Llamark Refrigerator**

Cost: §600

Motive: Hunger (6)

Notes: This model is sufficient while your Sims are building up their Cooking Skills.

### Porcina Refrigerator Model P1g-S

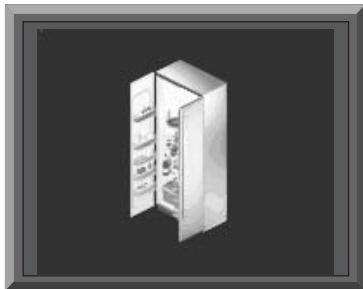


Cost: §1,200

Motive: Hunger (7)

Notes: This model produces more satisfying food for your Sims.

### Freeze Secret Refrigerator



Cost: §2,500

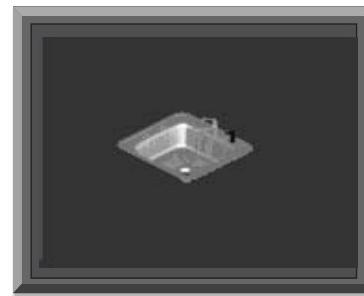
Motive: Hunger (8)

Notes: The best place to store your food. When it's matched with a food processor, gas stove, and an experienced chef, your Sims will be licking their lips.

## Plumbing

Sims can't carry buckets to the well for their weekly bath, and the outhouse hasn't worked in years, so install various plumbing objects to maintain a clean, healthy environment. Of course, not every plumbing object is essential, but you can't beat a relaxing hour in the hot tub with a few of your closest friends (or casual acquaintances).

### Hydronomic Kitchen Sink

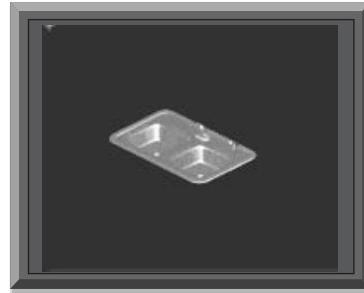


Cost: §250

Motive: Hygiene (2)

Notes: Without it the Sims would be washing dishes in the bathroom.

### Epikouros Kitchen Sink



Cost: §500

Motive: Hygiene (3)

Notes: It's twice as big as the single, but a dishwasher is a better investment.

### "Andersonville" Pedestal Sink

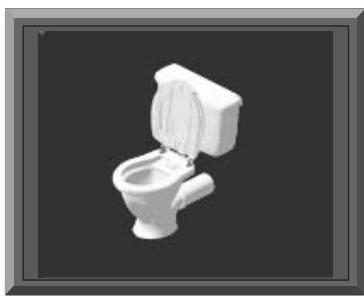


Cost: §400

Motive: Hygiene (2)

Notes: Neat Sims like to wash their hands after using the toilet.

### Hygeia-O-Matic Toilet



Cost: §300

Motive: Bladder (8)

Notes: Hey, your only other option is the floor.

### Flush Force 5 XLT

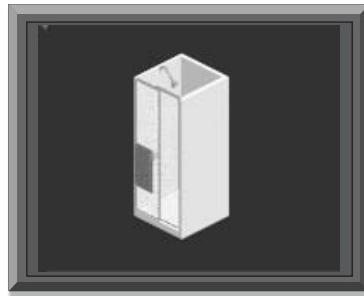


Cost: §1,200

Motives: Comfort (4),  
Bladder (8)

Notes: Your Sims can't go to the ballpark to get a good seat, but they can sit in a lap of luxury in the bathroom.

### SpaceMiser Shower

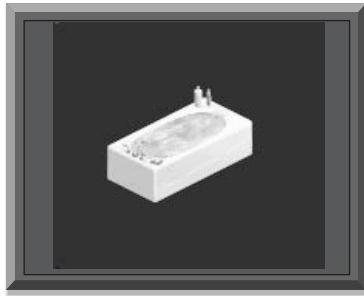


Cost: §650

Motive: Hygiene (6)

Notes: This is basic equipment in a Sims bathroom. One Sim can shower at a time, and the neat ones tend to linger longer than the sloppy ones. Sims are generally shy if they are not in love with a housemate, so you may need more than one shower (and bathroom) to prevent a traffic jam in the bathroom.

### Justa Bathtub



Cost: §800

Motives: Comfort (3),  
Hygiene (6)

Notes: Your Sims get a double benefit from a relaxing bath when they have a little extra time.

## Sani-Queen Bathtub

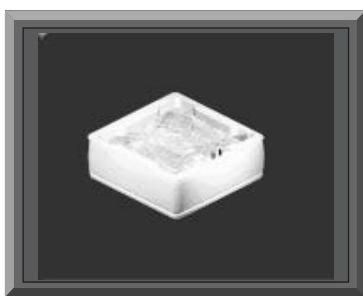


Cost: §1,500

Motives: Comfort (5),  
Hygiene (8)

**Notes:** Almost twice the price, but the added Comfort and Hygiene points are worth it.

## Hydrothera Bathtub



Cost: §3,200

Motives: Comfort (8),  
Hygiene (10)

**Notes:** The most fun a Sim can have alone. Save your Simoleans, buy it, and listen to sounds of relaxation.

## WhirlWizard Hot Tub



Cost: §6,500

Motives: Comfort (6),  
Hygiene (2), Fun (2)

**Notes:** Up to four adult Sims can relax, mingle, and begin lasting relationships in the hot tub.

## Lighting

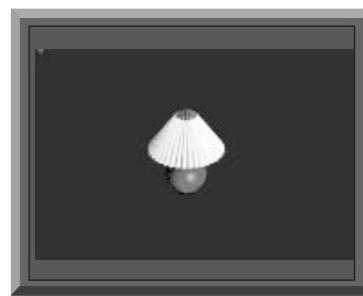
Sims love natural light, so make sure the sun shines through your windows from every direction. And, when the sun goes down, your Sims need plenty of lighting on the walls, floors, and tables to illuminate their world until bedtime. Although only three lamps listed below have direct impact on the Room score, all of the lamps have a collective effect when spread evenly throughout the home. Pay special attention to key activity areas in the kitchen, family room, bedrooms, and of course, the bathroom.

## CAUTION

*Lamp bulbs burn out with use, and they must be replaced. Sims can replace their own bulbs, but without Mechanical Skills, they run the risk of electrocution. Hiring a repairman is another option, but at §50 per hour, this can be very costly.*

## Table Lamps

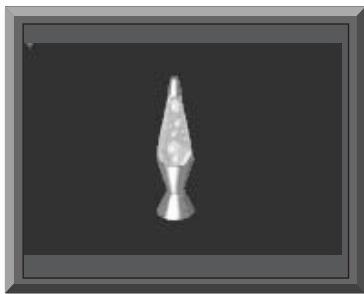
### Bottle Lamp



Cost: §25

Motive: None

### Love n' Haight Lava Lamp



Cost: §80

Motive: Room (2)

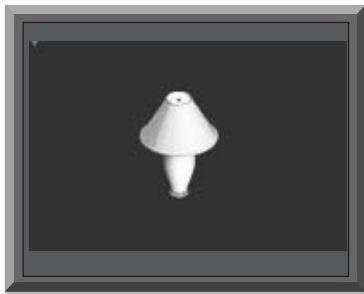
### SC Electric Co. Antique Lamp



Cost: §300

Motive: Room (1)

### Ceramiche Table Lamp



Cost: §85

Motive: None

### Floor Lamps

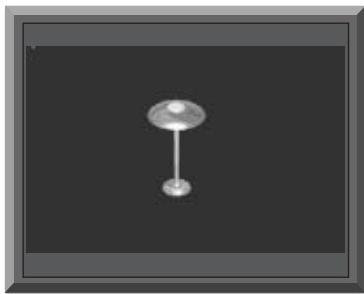
#### Halogen Heaven Lamp by Contempto



Cost: §50

Motive: None

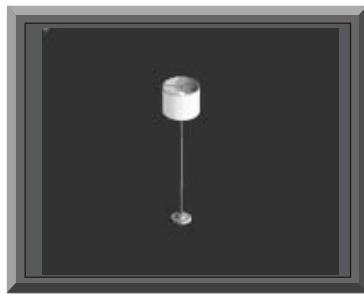
### Elite Reflections Chrome Lamp



Cost: §180

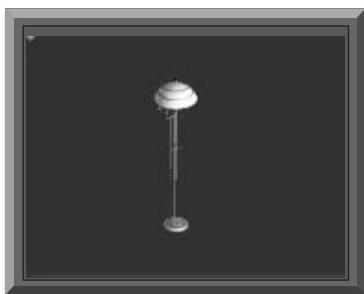
Motive: None

### Lumpen Lumeniat Floor Lamp



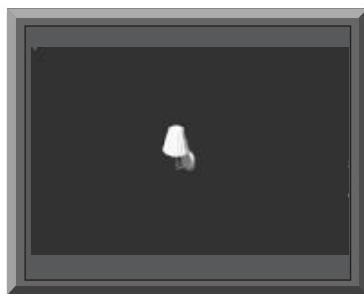
Cost: §100

Motive: None

**Torchosteronne Floor Lamp**

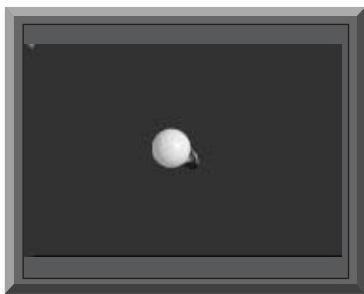
Cost: §350

Motive: Room (1)

**Top Brass Sconce**

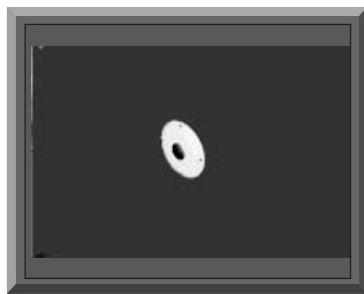
Cost: §110

Motive: None

**Wall Lamps****White Globe Sconce**

Cost: §35

Motive: None

**Blue Plate Special Sconce**

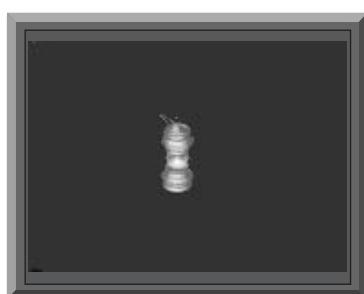
Cost: §135

Motive: None

**Oval Glass Sconce**

Cost: §85

Motive: None

**Outside Lamp****Garden Lamp (Outdoor Use Only)**

Cost: §50

Motive: None

## Miscellaneous

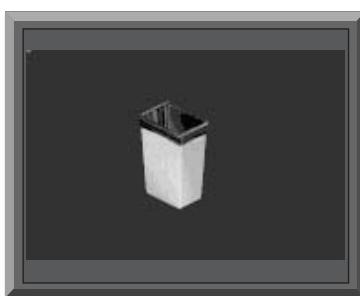
We're down to the objects that are hard to fit into a category—everything from bookcases to beverage bars. Don't make the mistake of ignoring these items because you think they're luxuries; your Sim's life would be extremely difficult without a trash can, alarm clock, and bookcase. Plus, if you want to improve your Sim's Charisma and Body ratings, you'll need a mirror and exercise machine. So, once you install the basic objects in your house, look to the Miscellaneous category for objects that take your Sim's lifestyle to the next level.

### SnoozMore Alarm Clock



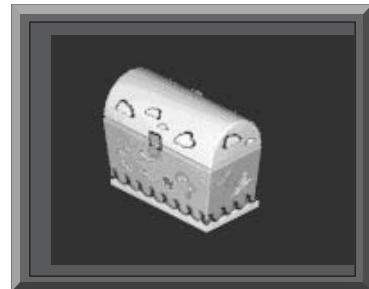
**Notes:** After you set the clock, it will ring two hours before the carpool arrives for every working Sim in your house.

### Trash Can



**Notes:** Without a place to put trash, your Sim house will become a fly-infested hovel.

### Magical Mystery Toy Box

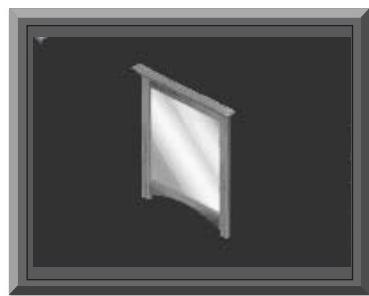


**Cost:** §50

**Motive:** Fun (2)

**Notes:** A good entertainment alternative if your kids are getting bleary-eyed in front of the computer.

### Narcisco Wall Mirror

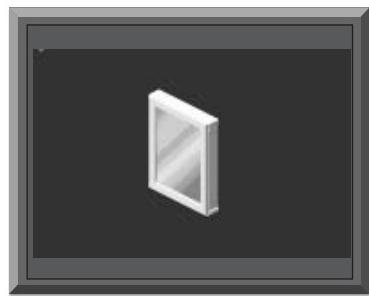


**Cost:** §100

**Motive:** Improves Charisma

**Notes:** Adults can Practice speech in front of the mirror to improve their Charisma.

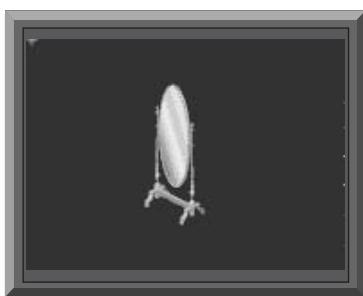
### Medicine Cabinet



**Cost:** §125

**Motive:** Hygiene (1), Improves Charisma

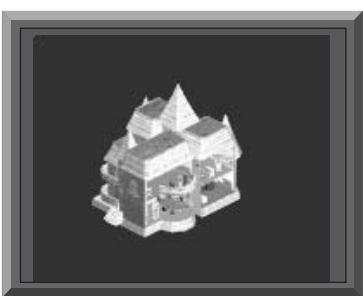
**Notes:** Your Sims can Practice speech in the bathroom and improve their Hygiene at the same time.

**Narciso Floor Mirror**

Cost: §150

Motive: Improves  
Charisma

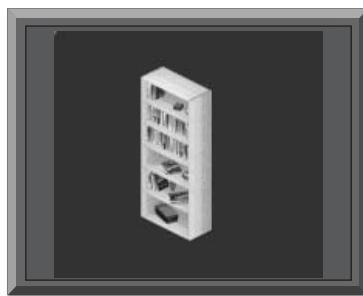
Notes: Place this mirror anywhere to practice Charisma without locking other Sims out of the bathroom.

**Will Lloyd Wright Doll House**

Cost: §180

Motive: Fun (2)

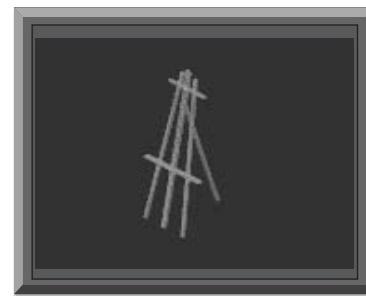
Notes: An engaging group activity for kids and adults.

**Cheap Pine Bookcase**

Cost: §250

Motive: Fun (1), Improve  
Cooking, Mechanical, and  
Study Skills

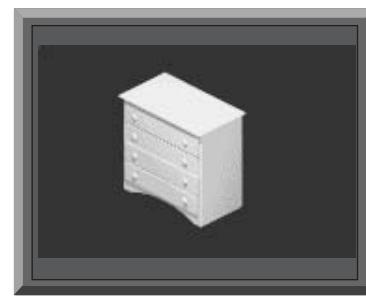
Notes: Reading books is the best way to prevent premature death from fires or electrocution.

**"Dimanche" Folding Easel**

Cost: §250

Motive: Fun (2), Improves  
Creativity

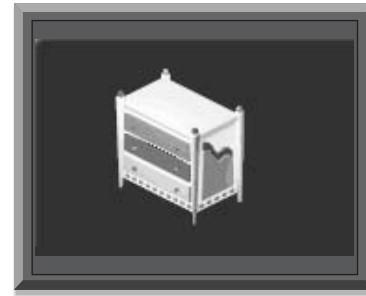
Notes: With practice, a Sim can improve Creativity, and eventually sell a picture for up to §166.

**Pinegulcher Dresser**

Cost: §250

Motive: None

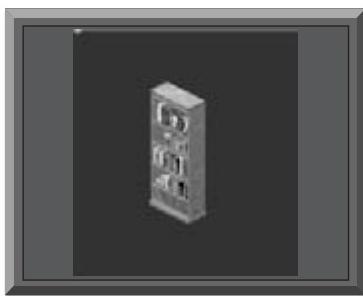
Notes: A Sim can change into various formal, work, and leisure outfits, and even acquire a new body type.

**Kinderstuff Dresser**

Cost: §300

Motive: None

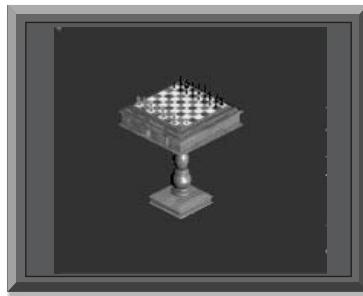
Notes: Kids like to dress up too!

**Amishim Bookcase**

Cost: §500

Motive: Fun (2), Improves Cooking, Mechanical, and Study Skills

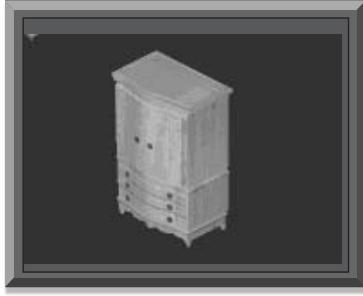
Notes: This expensive bookcase awards Skill points at the same rate as the cheaper one.

**Chuck Matewell Chess Set**

Cost: §500

Motive: Fun (2), Improves Logic

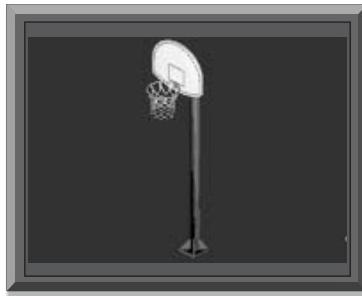
Notes: Serious Sims gain the most Fun points by playing, and any two Sims can improve Logic by playing each other.

**Traditional Oak Armoire**

Cost: §550

Motive: Room (1)

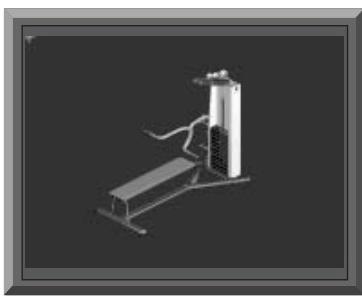
Notes: This dresser allows your Sim to change clothes (body skins). The choices vary, depending upon the Sim's current outfit.

**SuperDoop Basketball Hoop**

Cost: §650

Motive: Fun (4)

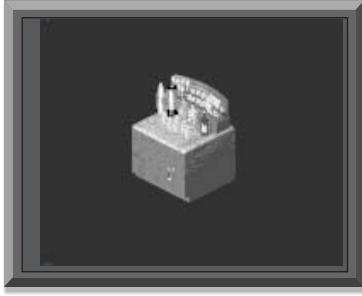
Notes: Active Sims love to play hoops, and any visitor is welcome to join the fun. A Sim with higher Body points performs better on the court.

**“Exerto” Benchpress Exercise Machine**

Cost: §700

Motive: Improves Body

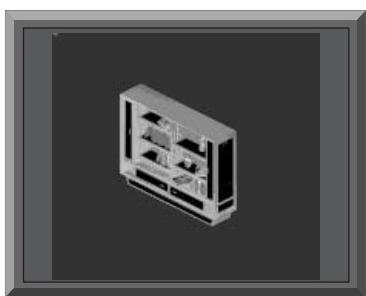
Notes: Adult Sims can bulk up their Body points with exercise sessions.

**Bachman Wood Beverage Bar**

Cost: §800

Motive: Hunger (1), Fun (3), Room (2)

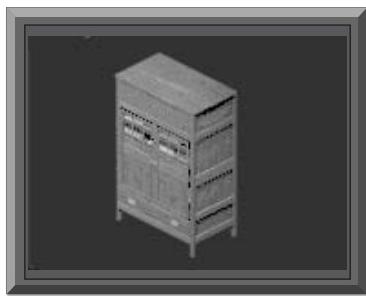
Notes: Every drink lowers the Bladder score, but adult Sims like to make drinks for themselves and friends. Kids can grab a soda from the fridge.

**Libri di Regina Bookcase**

Cost: §900

Motive: Fun (3), Improves Cooking, Mechanical, and Study Skills

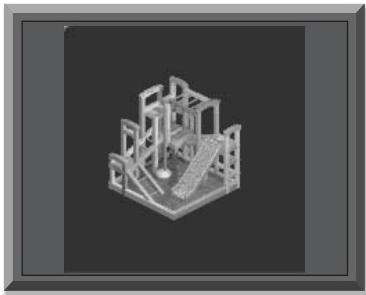
Notes: This stylish bookcase is perfect for a swanky Sim pad, but it still imparts Skill points at the same rate as the pine model.

**Antique Armoire**

Cost: §1,200

Motive: Room (2)

Notes: A more expensive version of the cheaper armoire, but it adds twice as many Room points.

**The Funinator Deluxe**

Cost: §1,200

Motive: Fun (5)

Notes: When the house is swarming with kids, send them outside to raise their Fun bar and burn some energy.

**Chimeway & Daughters Piano**

Cost: §3,500

Motive: Fun (4), Room (3), Improves Creativity

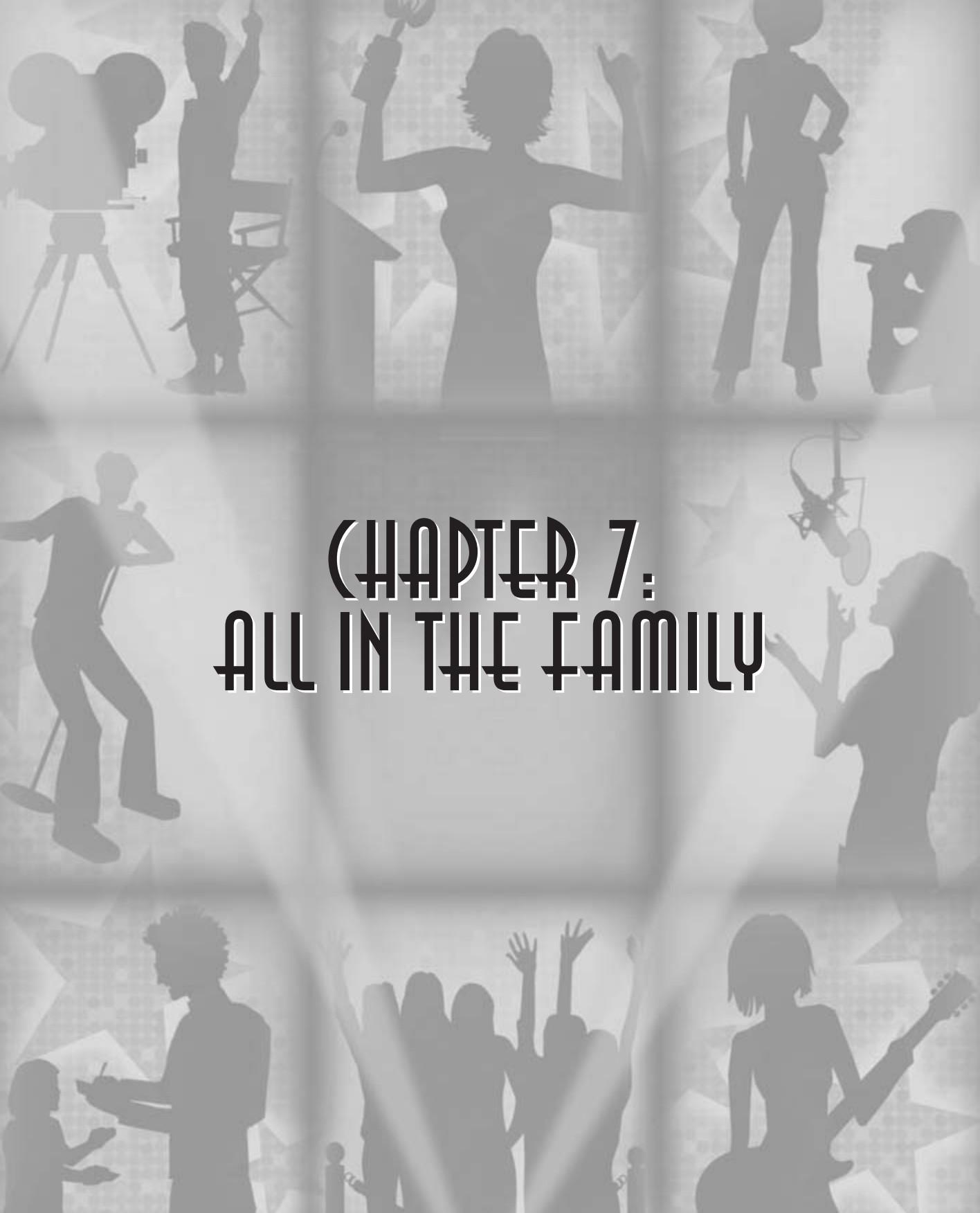
Notes: The most creative Sims will produce more beautiful music. The better the music, the greater the chance that listeners will like it. If a listener does not like the music, both Sims' Relationship scores will deteriorate.

**Aristoscratch Pool Table**

Cost: §4,200

Motive: Fun (6)

Notes: Up to two Sims use the table at the same time. Make sure that you allow enough room for Sims to get to the table and walk around it during play.



# CHAPTER 7: ALL IN THE FAMILY

## Introduction

Up to this point, we've covered the mechanics of *The Sims*. By now you should be familiar with creating families, building houses, buying objects, and getting jobs; and you should have considerable insight into how a Sim thinks and acts. Now, let's put it all together and join several Sim households in action. In this chapter we introduce you to working Sims families, ranging from one-Sim homes to larger households with kids and babies. Finally, we take an in-depth look at one of the toughest challenges in *The Sims*: building positive (and long-lasting) Relationships.

## You Can Make It Alone

The biggest difficulty in being a bachelor is that you have to do everything yourself (sounds like real life, doesn't it?). You'll need to cook, clean, and improve your Skills, while at the same time keep up with a work schedule and satisfy your personal Motives. There's always time for Fun, and a good sofa or easy chair will provide a measure of Comfort. However, it's impossible to socialize while at work, and you will be frustrated watching neighbors drop by during the day and then leave when no one answers the door.

### The Single Sim's Career

As a lone Sim you must choose a job that has decent hours and light friendship demands. This leaves a Military career as your only option. At most levels you work a six-hour day, and you won't need a single friend for the first five levels. A promotion to Level 6 requires one friend, but that can be established after you refine your schedule.

### Designing a Bachelor Pad

There are several considerations when designing and furnishing a house for one Sim. Review the following checklist before you place your first wall stake.



Fig. 7-1. It's hardly the lap of luxury, but you have everything you need to get a job, keep your sanity, and learn how to cook.

- Keep your house small, and place the front door close to the street. This allows you to milk a few extra minutes out of every morning before meeting the car pool.
- The interior should include a bedroom, bathroom, and living room. Rather than add a family room, use an outside patio area for Fun objects and an exercise machine. A Military career requires an ever-increasing number of Body Skill points.
- Install only enough counter space to place a food processor and prepare your meals. This leaves more space for a table and chairs. Buy at least two chairs so that you can socialize with a friend while sharing a meal.
- Without the space or the budget to buy expensive sofas or recliners, get a top-of-the-line bed, which enables your Sim to get by on fewer hours of sleep. Buy an inexpensive nightstand for an alarm clock, and add a few wall lights to boost your Room score.
- You'll need a computer for your job search, but keep in mind that you can return it within 24 Sim-hours for a full refund. Find your Military job and then pack up the PC.

- Buy an expensive refrigerator to maximize the quality of your food, but don't bother with a stove until your Sim learns how to cook.
- Because of your career, there's no need to socialize until you are up for promotion to Level 6, so don't waste money on living room chairs or an expensive sofa. A cheap TV will provide enough Fun for now.

## Leaving the Single Life

Eventually you will tire of the solitary lifestyle, which, thanks to the romantic tendencies of most Sims, is not a problem. The first step is friendship. After the Relationship bar tops 70, your Sim needs to lay on the romance, with plenty of kissing and hugging. Eventually, the Propose option will appear on the menu.



Fig. 7-2. The kissin' and huggin' pays off; now it's time to pop the question.

A marriage proposal can only take place in the home of the proposer, so set the mood (you know, empty your Bladder somewhere other than on the floor, clean up yesterday's dishes, and hide those overdue bills). After accepting the proposal, your new spouse moves into your place, along with a good job (a good thing) and plenty of money (a really good thing). But, proposing does not guarantee a positive response. For example, a Sim will never accept the proposal on an empty stomach, so you might want to eat dinner first.



Fig. 7-3. "We're alone, the time is perfect, and I've got grass stains on my knee."



Fig. 7-4. "Nope, sorry, I can't marry you on an empty stomach. Besides, your current lover is hiding in the bushes."

Keep in mind that you have to create potential mates, because the game won't provide them. You might as well choose compatible personalities, and it doesn't hurt to spend some time on career development. Remember that another Sim can also propose to you in his or her house; so unless you want to change residences, hold the romantic interludes at your place.

### NOTE

*After marriage, your Sim will still share a bed with any other Sim with a high enough Friendship score (over 70), so don't be surprised if your Sim ends up on the couch when his buddy beats him to the sack.*



Fig. 7-5. When two Sims decide to get married, they change clothes and complete the ceremony within seconds.

Interestingly, if your future spouse already has children, and at least one adult still resides in his or her original house, the kids stay. So, your new spouse arrives with job and bank account intact, sans kids. What a deal!

That isn't the only unusual aspect of married life in SimsVille. Marriage is not sacred here, at least not in the legal sense. A Sim can have multiple mates all living under the same roof, as pictured in figure 7-6. The interpersonal dynamics can sometimes get a little dicey, but it's workable, and the extra income is great!



Fig. 7-6. After the wedding, our Sim bride goes to bed with her former boyfriend.

## TIP

*A three-way relationship makes it easier to have babies. Not only are there additional combinations for procreation, but you can also have one of the working adults take a night job, so there is a caregiver for the baby during the day. Even with staggered schedules, there will be at least one sleepless Sim until the baby matures, so don't get too complacent with this arrangement.*

## Married, with Children

After your Sims promise undying love and devotion to each other (or, at least until the next promotion), it's time to have a baby. Actually, your Sims can live together for years without having children, but if they do, you'll be missing one of the *The Sims'* most vexing experiences.

### Conception

The exercise of making a baby is similar to the steps taken to activate the marriage Proposal option. First, get a male and female Sim together, and then concentrate on strengthening their relationship. When both Sims are obviously enjoying each other's company, lay on the hugs and kisses. Keep smooching until you receive the option to have a baby, as pictured in figure 7-7.



Fig. 7-7. A little bundle of joy is just a click away.

If you answer yes, a bassinet appears almost instantly, amid an explosion of dandelions. The happy couple celebrates the new arrival, then they quickly go back to their daily routine. This baby thing is a snap. Well, not exactly.



Fig. 7-8. Yippee! It's a boy!

In short order, the little bundle of joy starts screaming. A Sim will eventually respond to the cries, but rather than wait, get someone to the baby immediately. Clicking on the bassinet reveals three options: Feed, Play, or Sing. When in doubt, Feed the baby, but be prepared to come right back with Play or Sing when the baby starts wailing again.



Fig. 7-9. Kids do a great job entertaining the baby during one of its frequent crying sessions.

This mayhem continues for three Sim days, during which time the household will be in an uproar. Forget about getting eight hours of beauty sleep. Designate one Sim as primary caregiver, preferably one who does not work, because the baby's cries wake any Sim in the room. The first day is nonstop crying. By the second day, the baby sleeps for a few hours at a time; take advantage of the break and send the caregiver to bed. As long as you stay responsive, the baby evolves into a runny-nosed kid, and the family can get back to normal. However, if you spend too much time in the hot tub and not enough time with the baby, a social service worker will march into your house and take the baby, as pictured in figure 7-10. You'll only receive one warning, so don't take this responsibility lightly.



Fig. 7-10. We hardly knew the little tyke!

## NOTE

*The bassinet appears near the spot where your Sims made the decision to have a baby. Although the Sims cannot move the bassinet, you can use the Hand Tool to move it. Pick a location that is isolated from other sleeping areas, so the disturbance is kept to a minimum.*

## Building and Maintaining Healthy Relationships

Gathering an ever-increasing number of friends is critical for career advancement, especially at the higher levels. It is also your Sims' only way to build up their Social scores and fend off frequent bouts of depression. In this section we outline the steps required for finding potential friends, building up positive feelings, and then maintaining healthy relationships.

### Talk Is Cheap

The easiest way to make friends is often overlooked, because it is uneventful compared to other social events. However, you can almost always initiate a conversation between Sims (regardless of their Friendship scores), and keep it going for a very long time. During this benign exchange of thought balloons, you can usually nudge the Friendship score in a positive direction. When starting from 0 it takes a few encounters to get over 50 (true friendship), but once you reach this threshold, the action picks up considerably. Our newly married Sims went from a score of 64 to a marriage proposal in one evening. Although the woman eventually declined because her stomach was growling, she proposed the next day and the marriage was consummated.



**Fig. 7-11.** Keep talking and your Friendship score will grow.

### Finding Time to Socialize

After your Sim starts working, it's difficult to find time to call other Sims and arrange meetings. Mornings are worst, although you have more options if your neighborhood has several non-working Sims. Your best bet is to start socializing right after coming home from work. Take care of personal needs first—Hygiene and Bladder—and then "Serve Dinner." Don't let a bad chef get near the stove; you can't afford to waste time putting out a fire or your guests will leave. With a counter full of food, your friends head straight for the kitchen, where you can chat over a plate of Sim-grub and then plan the rest of your evening.

### Positive Social Events

After everyone is finished eating, take a little time for pleasant conversation. In the case of the female Sims pictured in figure 7-11, there is a lot of fence mending to accomplish, because one just stole the other's love interest. But, Sims are generally forgiving, and a quarrel can be mended with a few drinks, a game of pool, or a long soak in the hot tub.

Ideally, your house has an entertainment room with group activity items such as a pool table, stereo, or beverage bar. After you get everyone into the room, keep them busy with a string of activities. Even our former lovers can't resist a dance when the music starts playing, as pictured in figure 7-12.



**Fig. 7-12.** Our Sim guy is enjoying this dance with his former girlfriend, although his current wife will probably slap him when the music stops playing (if she can stay awake long enough).

## CAUTION

*Avoid close activities such as dancing, hugging, etc. when the current spouse or love interest is in the room. When the dance was over (figure 7-12), our Sim wife did indeed slap her new husband, causing her recently mended Relationship score with the other woman to drop from +14 to -7.*

One of the most difficult aspects of entertaining in the evening is keeping the host from falling asleep on the floor. After a hard day's work, most Sims begin nodding out around 10:00 p.m. You can squeeze a little extra time out of the evening if they take a short nap after coming home from work. Be prepared for a grouchy Sim in the morning (figure 7-13) if the evening's festivities stretch too far into the night.



Fig. 7-13. Our tired party girl hurries off to the car pool without a shower—not a good way to impress her superiors.

## CAUTION

*Visiting Sims generally hang around until 1:00 a.m. or later, which is undoubtedly past your bedtime. Direct your Sims to bed at the appropriate time, or they may feel compelled to hang out with their guests until well past midnight, as pictured in figure 7-14.*



Fig. 7-14. Our host Sim is still cleaning up dishes when he should be asleep.

## Stockpiling Potential Friends

When your career advances to the top promotion level, you need more than 10 friends in every career except the Military. Hence, it's a good idea to create a few additional families early in the game, and you might want to fill one house with the maximum of eight Sims to dramatically increase your pool.

## TIP

*After your guests arrive, you need to micromanage your Sims so they don't go off and take care of their own needs. Obviously, you must pay attention to a full Bladder, but you can delay other actions by redirecting your Sims to group activities. Break up the party when your Sims are teetering on the edge of exhaustion or they'll fall asleep on the floor.*



# Prima's Official Strategy Guide

## Visitors Coming and Going

The following tables include important information on how and why visitors do the things they do. You may not be able to directly control your guests' actions, but at least you won't take it personally when they decide to split.

### Visitors' Starting Motives

MOTIVE	STARTING VALUE
Bladder	0 to 30
Comfort	30 to 70
Energy	35
Fun	-20 to 20
Hunger	-30 to -20
Hygiene	90
Social	-50 to -40

In a perfect Sim-world, visitors leave your house just past 1:00 a.m. However if one of their Motives falls into the danger zone, they will depart earlier. When this happens, the Sim's thought balloon reveals a reason for the early exit.

### Visitors' Leaving Motives

MOTIVE	DROPS BELOW THIS VALUE
Bladder	-90
Comfort	-70
Energy	-80
Fun	-55
Hunger	-50
Hygiene	-70
Mood	-75
Room	-100
Social	-85

## Guest Activities

There are three types of visitor activities: those initiated by a family member, shared activities, and autonomous activities where guests are on their own. The following sections and tables describe each type.

### Activities Initiated by Family Member

One of the Sims under your control must prepare food or turn on the TV before visitors can join in. Turning on the TV takes a second, but you need a little prep time for a meal. It's a good idea to begin meal preparation immediately after inviting friends over.

### Shared Activities

A Sim can start any of the following activities and then invite the participation of a guest.

OBJECT	VISITORS' INVOLVEMENT
Basketball Hoop	Join
Chess	Join
Dollhouse	Watch
Hot Tub	Join
Pinball Machine	Join
Play Structure	Join
Piano	Watch
Pool Table	Join
Stereo	Join, Dance
Train Set	Watch

## Autonomous Activities

Visiting Sims can begin any of the following activities on their own.

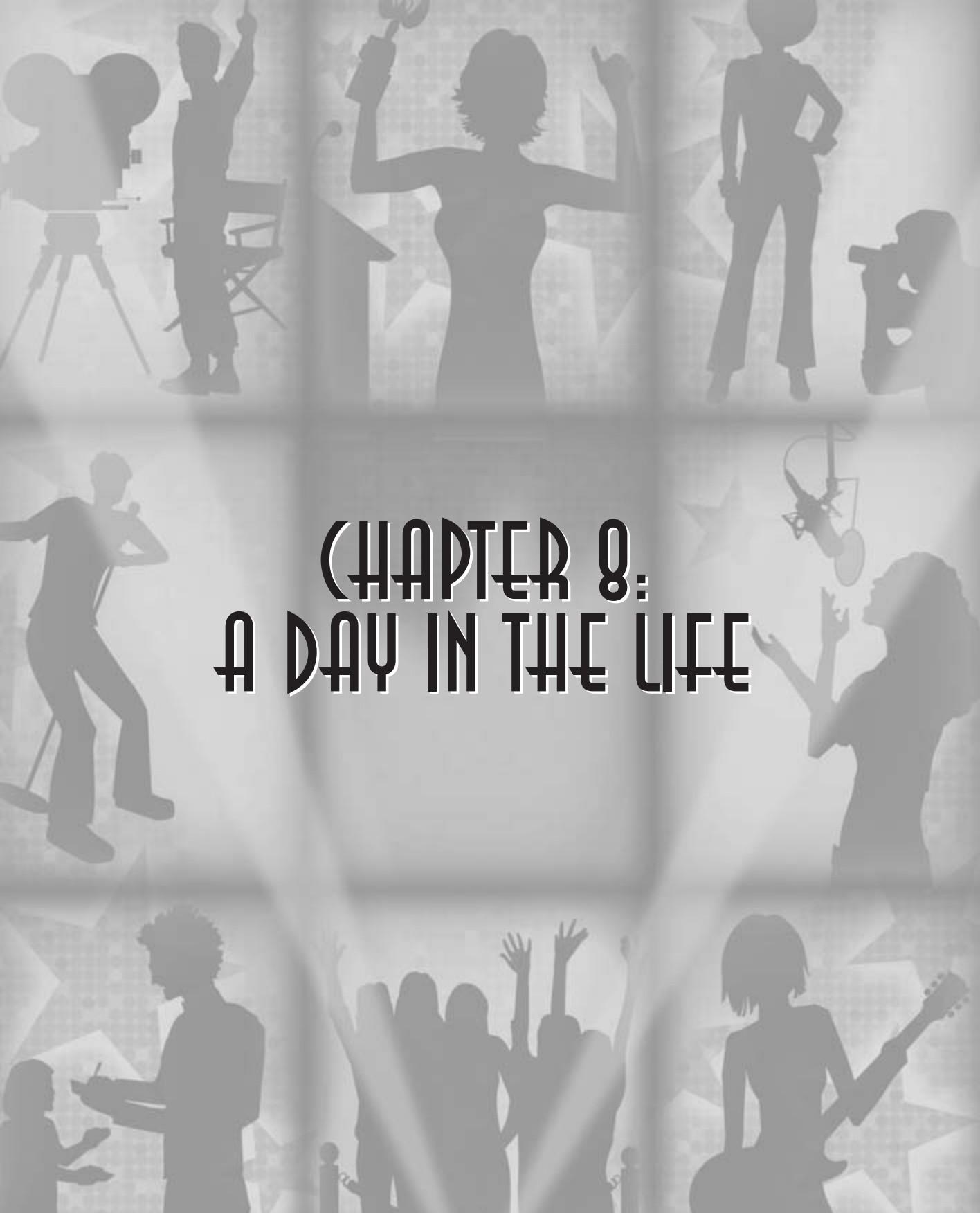
## Visitors' Autonomous Activities

OBJECT	AUTONOMOUS ACTION
Aquarium	Watch Fish
Baby	Play
Bar	Have a Drink
Chair	Sit
Chair (Recliner)	Sit
Coffee (Espresso Machine)	Drink Espresso
Coffeemaker	Drink Coffee
Fire	Panic
Flamingo	View
Fountain	Play
Lava Lamp	View
Painting	View
Pool	Swim
Pool Diving Board	Dive In
Pool Ladder	Get In/Out
Sculpture	View
Sink	Wash Hands
Sofa	Sit
Toilet	Use, Flush
Tombstone/Urn	Mourn
Toy Box	Play
Trash Can (Inside)	Dispose

## Social Interactions

The results of various interactions are best learned by experience because of the individual personality traits that come into play. However, it helps to have an idea what each action may produce. The following table offers notes on each interaction.

INTERACTION	DESCRIPTION
Back Rub	When well-received, it is a good transition into kissing and hugging, but the Relationship score should already be over 50.
Brag	This is what mean Sims do to your Sim. Don't use it, unless you want to ruin a good friendship.
Compliment	Generally positive, but you should withhold compliments until your Relationship score is above 15.
Dance	Great activity between friends (40+), but it almost always causes a jealous reaction from a jilted lover.
Entertain	A somewhat goofy activity, but it usually works well with other Playful Sims.
Fight	Don't do it (unless you know you can take the other Sim!).
Flirt	A great way to boost a strong Relationship (70+) into the serious zone, but watch your back. Flirting usually triggers a jealous reaction from significant others.
Give Gift	A benign way to say you like the other Sim, or that you're sorry for acting like an idiot at the last party; best used with 40+ Relationship scores.
Hug	This one's always fun if the hug-ee's Relationship score is +60; a good transition to kisses, and then a marriage proposal.
Joke	Good between casual friends (+15) who are both Playful.
Kiss	The relationship is heating up, but if a jealous ex or current lover is in the vicinity, someone could get slapped.
Talk	The starting point of every friendship.
Tease	Why bother, unless you don't like the other Sim.
Tickle	Not as positive as it might seem, but Playful Sims are definitely more receptive.



# CHAPTER 8: A DAY IN THE LIFE

## Introduction

Now, it's time to turn on our Sim-Cam and follow a few of our families as they handle the ups and downs of Sim life. In this chapter we switch to a scrapbook format, with screenshots of our Sims in interesting—and sometimes compromising—situations. Admittedly, we coaxed our Sims into some of these dilemmas. But it's all in fun, and we think it's the best way for you to get a feel for this amazing game.

## As the Sim Turns



Five o'clock wake-up call is not pretty. Even with full Energy bars, your Sims can be a little cranky, but don't give them any slack. Get the best chef into the kitchen pronto, to serve breakfast for everyone in the house.



Switching to Zoomed Out view is a good way to manage the household early in the morning. This way you can quickly target important tasks for completion before the car pool arrives.



Our third adult roommate, Mortimer, just returned home from his night shift, so for now, his needs are secondary. We put him to work mopping the kitchen floor (the dishwasher broke last night, but

everyone was falling asleep, so we figured it would keep until morning).



Before we are accused of being sexist, we should explain that the only reason Bella is cooking for everyone is that she is the most experienced chef. If Mark turns on the stove, chances are the kitchen will burn down. We

promise to boost his Cooking Skills at the first opportunity.



Mark is, well, busy at the moment. It's too bad he doesn't gain Energy points for sitting on the toilet, because he stayed up much too late last night. A good breakfast helps, but getting through the day won't be easy, and

he can forget about any promotions thanks to his sub-par mood.

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It's a nice family breakfast with husband Mortimer on the left, wife Bella on the right, and Bella's ex-boyfriend Mark in the middle. However, there isn't much time for chitchat, because the car pool has arrived, and it will leave at a few minutes past nine.



After canceling his thoughts about sleeping, we click on Mark's car pool. He changes clothes faster than Superman and sprints to his ride in the nick of time. Have a nice day, Mark!

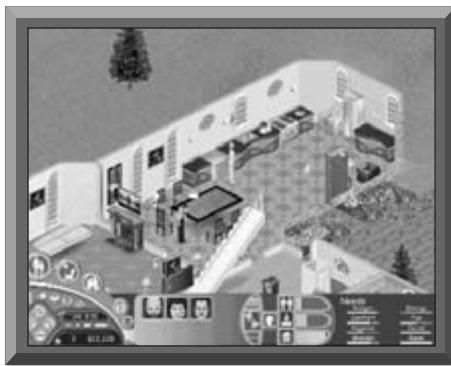


Bella is on her way to the car pool and we have about a half hour to get Mark in gear, which may be a problem due to his low Energy rating. Unfortunately, Bella's Hygiene leaves much to be desired. We make a mental note to get



Poor Mortimer! We've been so focused on getting Bella and Mark to work, we didn't notice that the poor slob is asleep on his feet! We need to wake him up (he'll be so happy), and send him to bed.

her into the shower before bedtime tonight so she'll be fresh as a daisy in the morning).



Uh-oh, big time problem with Mark. He's standing in the kitchen in his pajamas, in a catatonic state. With only a half hour to get to the car pool, we need to shake him up a little and point him to the door.



We receive a reminder that Mortimer's car pool arrives at 4:00 p.m. Unfortunately we forgot to set his alarm, and his Hygiene and Bladder bars have gone south, so we need to wake him up soon. Fortunately, he ate

before bedtime, so he can probably get by without a big meal.

## CHAPTER 8: A DAY IN THE LIFE



Mortimer is up and he's not happy. With the amount of time remaining before his car pool shows up, he can empty his bladder and get in half a shower before racing out the door.



Mark is well rested, so he can fend for himself this morning. He steps into the shower as the car pool arrives, so he has almost one hour to get ready. But, while in the shower, he decides to take the day off and join Bella.



With Mortimer out of the house, we can concentrate on Bella and Mark, who have both arrived home from work. Mark socialized a little too much the night before, so he went straight to bed without any prompting.



The three housemates share a pleasant breakfast together. Perhaps they have finally buried the hatchet after the Mortimer-Bella-Mark thing. We can only hope.



Mortimer arrives home at 1:00 a.m.. After a bathroom break and quick shower, we send him straight to bed so he can party with Bella tomorrow, who has decided to take the day off.



Mark grabs the phone to invite a friend over, but before he can dial, a local radio station calls with great news. He just won \$550 in a promotion!

## Prima's Official Strategy Guide



Mark calls a friend, who says he'll be right over. While Mark changes into his Speedo, Mortimer, Jeff, and Bella enjoy a dip in the pool. That's right, Mortimer missed his car pool, too. It's a day off (without pay) for the entire house!



After dinner, Jeff heads for home. Bella and Mark retreat to the den, where Bella rubs Mark's back.



It's on to the hot tub for a long, relaxing soak. Comfort, Hygiene, Social, and Fun scores are soaring. It's too bad we have to eat and empty our Bladders or we'd never leave!



One good rub deserves a hug, as things suddenly heat up between the former lovers.



Everyone will be hungry after the swim and soak, so Bella hops out to make dinner. Soon, everyone grabs a plate and starts discussing what life will be like when they are all unemployed. Everyone, that is, except Mortimer, who prefers standing.



Mortimer takes one look at the lip-locked Sims and heads straight for the bar.



After a couple of adult beverages, Mortimer follows the lovers into the hallway where they are still groping each other like teenagers on prom night.



Bella drives off to work while our two Sim-Neanderthals take their fight to the bathroom.



Mortimer shows his frustration by slapping Mark across the cheek (he's such an animal). Bella is disgusted and goes upstairs to bed.



One slap turns to another and seven hours later, Mortimer and Mark are still duking it out.

## Life with the Pleasants



Jeff experiences the joys of working a night shift—cleaning up his family's dinner dishes...

# Prima's Official Strategy Guide



...and taking out the trash at four in the morning.



Skeeter misses one too many days of school and gets the bad news—he's on his way to military school, never to be seen again.



Everyone is asleep, so Jeff takes an opportunity to practice his Charisma in front of the bathroom mirror. Unfortunately for Jeff, the walking dead also take this opportunity to float through the mirror and scare the •&\$%\$# out of him.



Although his icon has already disappeared from the control panel, Skeeter enjoys one last breakfast before he is exiled from the game.



Like all kids, Daniel and Skeeter can only make snacks on their own, so someone must serve their breakfast before school.



Not wanting to follow in his brother's footsteps, Daniel hits the books and improves his grades.



Hmmm. Which pile should I pay first, the red one or the yellow one? Get a clue, Jeff—if you don't pay the red ones, they'll repossess your furniture!



The Maid should get riot pay for all the garbage this family leaves on the floor!



Maids are limited to cleaning up Sim-messes, but that frees up the family to take care of other important needs, like advancing their skills. Diane Pleasant takes a break to bone up on her Mechanical Skills. Perhaps she

can fix the dishwasher and save \$50-an-hour repair bills.

## Pity the Poor Bachelor



With garbage a foot thick on the floor of his house, our bachelor decides to stay outside and entertain a new lady friend with his juggling act.



"Wow, she really likes me! Maybe she won't notice the garbage if I invite her inside."



"I really like you Bella, so I got you a pair of basketball shoes!"



Bachelors on a fixed budget can have a difficult time having fun. A basketball hoop in the back yard is a good investment, and if you can find a Playful friend, it's a cheap date, too.



"Excuse me, son, could you please move out of the fire so I can extinguish it?"



Armed with a new gas stove and absolutely no cooking ability, this bachelor decides to flame-broil the kitchen.

## Kids Are People, Too



Toy boxes are small and relatively inexpensive. If they are placed in the bedroom, your kids can sneak in a little Fun time before school.



Whew, the fireman is here to put out the fire. There's only one problem: he can't get into the house because our hero is standing in front of the stove, which happens to be next to the door. We understand that the bachelor's quarters

are tight, but it's probably not a good idea to put the stove next to the front door. By the time the fireman makes his way to the back door, your bachelor could be toast.



Children have fewer inhibitions, but they still don't like to use the bathroom in front of the Maid or their siblings.



Skeeter and Matthew enjoy a little Social and Fun time playing with their railroad town.



Left to their own devices, kids often stay up long past the time their parents hit the sack. In fact, even with Free Will activated, parents feel no responsibility for getting their children to bed early. So, if you forget to send the kids to bed, get ready for some serious tantrums in the morning.



Unlike the railroad, the pinball machine is a solo activity.



Unlike adults, who need toys for their playtime, kids can play with each other.



An exercise machine is the obvious choice for improving a Sim's Body Skill, but if you can keep your Sims in the pool, they'll increase Body scores even faster, and boost Fun at the same time.



Sometimes it can be hard to get your Sims to slow down long enough for serious Skill enhancement, especially if it means sitting down to read. The solution is simple: Place two comfortable chairs close to the bookcase, and give each Sim different Skill assignments. Remember that you only need one Cooking expert and one Mechanical expert in the same house. Divide reading assignments appropriately to bring their Skills quickly up to speed.



the bathroom practicing Charisma in the mirror over the sink.

You might be concerned about an adult male who stands for hours in front of a full-length mirror in his Speedo. However, it makes sense to place a mirror in the family room for easier access. This way, your Sims won't tie up

Increasing the Creativity Skill through painting has an added bonus—the ability to sell your painting. But, don't get too excited; a bad painting fetches only \$1 on the open market.



With minimal Mechanical Skill, repairing this shower seems to take forever, and all the while, Mark's Comfort and Energy scores are dropping. Maybe a Repairman is worth the price until Mark earns a few more Mechanical points.

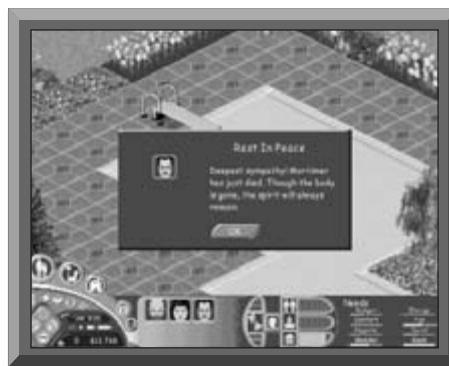


## As the Sim Turns: Part Two



As we return to our Sim soap, Mortimer has just returned from another night shift, and after a light snack, he decides to take an early morning swim, thinking that Mark and Bella are busy getting ready for work. After swimming a few

laps, he is ready to go to bed, but wait...where is the ladder? "I can't get out of the pool!" says Mortimer, frantically. "I'll just tread water for a while until Mark or Bella come out. If I can just...keep...going...getting tired...so tired...."



Mark and Bella finally come outside, but it's too late. Poor Mortimer, exhausted and confused, has already dropped like a stone to the bottom of the pool.



After Mortimer's body is removed from the pool, a tombstone is erected on the spot where the ladder used to be. If Mortimer were still here, he would have appreciated the humor...maybe not.

## CHAPTER 8: A DAY IN THE LIFE



After getting over the initial shock, Mark and Bella grieve at the site where their "friend" died.



Then, they console each other further...with a dance?



"O.K., enough grieving," says Bella, as she tells Mark a real knee-slapper.



Thinking the time is right (and that they have carried on the charade long enough), Mark pulls Bella close for a kiss. But, much to Mark's surprise, Bella suddenly cools and pushes him away.



After some welcome comic relief, the two mourners console each other with a supportive hug. Right.

**What is this strange turn of events?**

**Did Bella entice Mark into helping her solve the "Mortimer" problem, only to leave him in the lurch?**

**Find the answers on the next episode of *As the Sim Turns*, on a computer near you!**

## Sims in the Kitchen

In the Motives chapter, we provided a basic explanation of how Sims satisfy their Hunger score. As you know by now, food is readily available in the refrigerator, 24 hours a Sim-day. The supply is endless, and you never have to go to the market. However, the difference between what is in the refrigerator and what a Sim actually eats lies in the preparation. The following screens take you through the various options available to a Sim chef, and the table at the end of this chapter explains how the different appliances and countertops modify the quality of each meal.



The snack, a \$5 bag of chips, is the lowest item on the Sim food chain. It's better than nothing when your Sim is racing around getting ready for the car pool, but it barely nudges the Hunger bar.



After processing the food, Bella throws it in a pot and works her magic. Two more modifiers are at work here: Bella's Cooking Skill and the special features of the Pyrotorre Gas Range.



When the meal is finished, Bella places a stack of plates on the counter.



For a much more satisfying meal, direct the best chef in the house to Prepare a Meal. In this screen, Bella is getting ready to throw the raw ingredients into the food processor (a positive modifier, as noted in the table).

While one Sim

prepares breakfast, you can assign the other Sims to menial labor, such as mopping or picking up garbage.



Thrilled that he doesn't have to eat his own tasteless slop, Mark grabs a plate from the counter.



call and \$40 will buy a hot pie, delivered to the door in an hour.

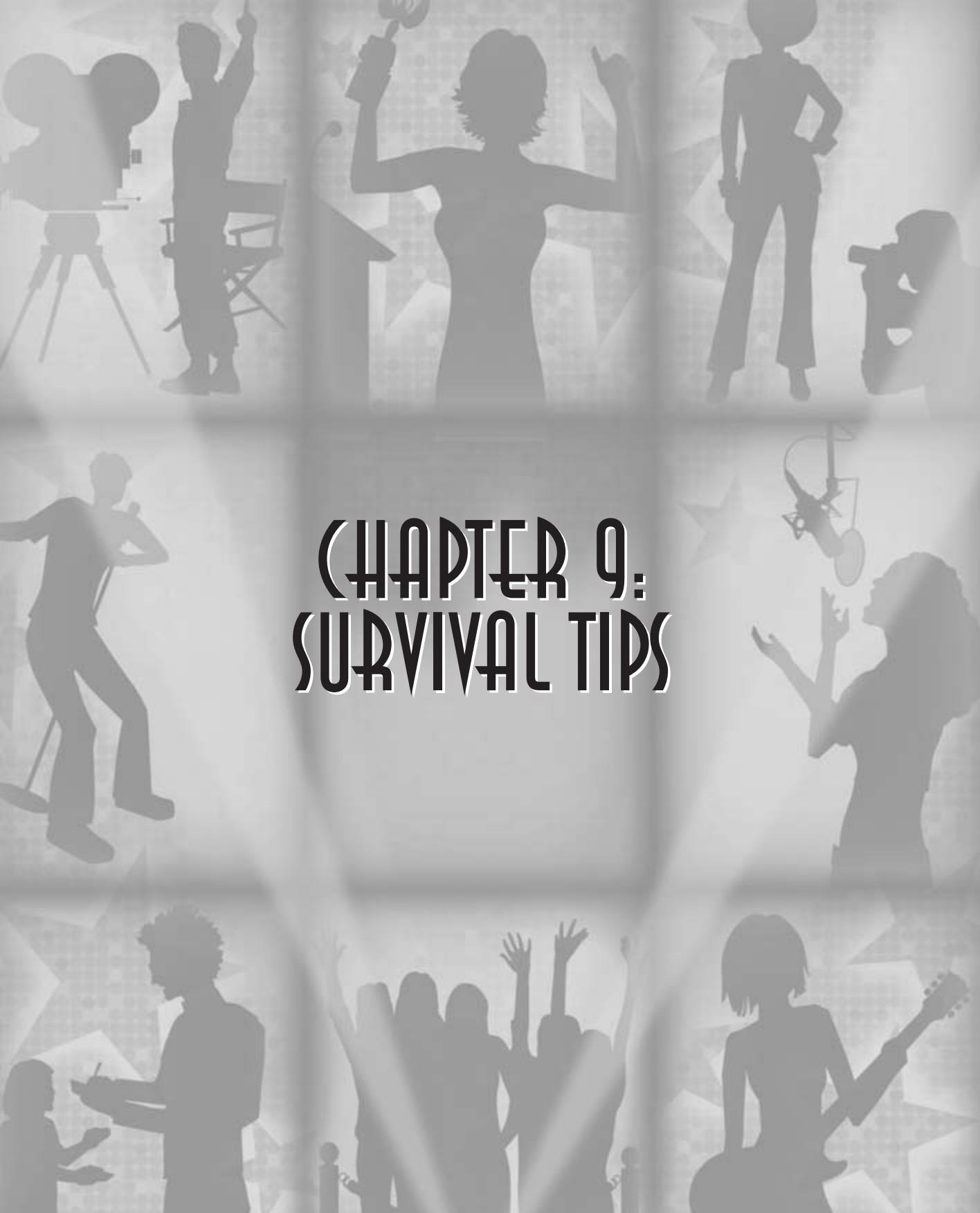


Another option for preparing multiple portions is to call out for a pizza. This is a good choice for a Sim who has a low Cooking Skill. Rather than using the stove and setting the kitchen on fire, a telephone

The Sims love their pizza, and they can't wait to set it down and grab a slice. So, don't be surprised if your Sim plops the carton down on the first available counter—even in the bathroom—and starts grazing.

## How Appliances and Surfaces Affect Hunger Score

APPLIANCE/SURFACE	HUNGER POINTS ADDED TO MEAL
Dishwasher	5
Trash Compactor	5
Fridge (Llamark)	9
Toaster Oven	9 (plus Cooking Skill)
Fridge (Porcina)	12
Counter (Barcelona)	16
Counter (NuMica)	16
Counter (Tiled)	16
Fridge (Freeze Secret)	16
Microwave	16 (plus Cooking Skill)
Food Processor	32
Stove (Dialectric)	32 (plus 1.5 x Cooking Skill)
Stove (Pyrotorre)	48 (plus 1.5 x Cooking Skill)



# CHAPTER 9: SURVIVAL TIPS

## Introduction

The beauty of playing *The Sims* is that everyone's experience is different. When you take a serious approach to shaping your family, the game can mirror your own life. However, if you mismanage your Sims, they can sink into despair, waving their little arms in the air over failed relationships, poor career decisions, or even a bad mattress. You can always delete your family and start over. But then you would never get that warm, fuzzy feeling that comes from turning your pitiful Sims' world into Shangri La.

This chapter is devoted to the *Sims* player who wants to go the distance and fight the good fight. Because most Sim problems can be traced back to one or more deficient Motive scores, we have arranged the following tips into separate Motive sections. Although some of the information is covered in other chapters, this is meant to be a quick-reference guide for times of crisis. Simply turn to the appropriate Motive and save your Sim's life with one of our game-tested tips.

Of course, you can also take a more devious approach to satisfying or altering your Sim's needs. Our Cheats section gives you a bundle of unofficial commands to rock your Sim's world. We take no responsibility for the results. (In other words, don't come crying to us if you stick your Sim in a room with no doors and he or she drops dead!).

## Hunger

### Maximize Food Quality and Preparation Time

For the best food quality, upgrade *all* appliances and countertops. Anything short of the most expensive refrigerator, countertop, stove, etc., reduces the potential Hunger value of your meals. Preparing a meal quickly is all about kitchen design. Align your objects in the order of preparation, beginning with the refrigerator, followed by the food processor (figure 9-1), and then ending with the stove (figure 9-2).



Fig. 9-1. The food goes from the refrigerator directly to the food processor.



Fig. 9-2. Next stop is the stove, right next door.

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Have an open countertop next to the stove on the other side so the food preparer can set the plates down (figure 9-3). Although it has nothing to do with preparation, position the kitchen table and chairs close to the stove so that your Sims can grab their food, sit down together, and boost their Social scores (figure 9-4).



**Fig. 9-3.** From the stove, the chef moves just a couple steps to the counter and sets down plates.



**Fig. 9-4.** If your Sims are prompted to eat, they'll be ready to grab a plate as soon as it hits the counter, and with the table nearby, they can eat, chat, and make it to work on time.

Designate one Sim as your chef. Make sure that Sim

has easy access to a chair and bookcase, and then set aside time each day to Study Cooking. When the resident chef's Cooking Skill reaches 10, you have achieved the pinnacle of food preparation.

## Make Breakfast the Night Before

Sim food lasts for at least seven hours before the flies arrive and the food is officially inedible. If you have one Sim in the house who doesn't work, have him or her prepare breakfast for everyone at around midnight, as pictured in figure 9-5.



**Fig. 9-5.** After making dinner, our hard-working Sim can go to bed and sleep late in the morning.

After the food is on the counter, immediately send the Sim to bed. Most Sims should get up by 5, or the very latest, 6 a.m. to be on time for their morning jobs (the chef can sleep in). When everyone comes downstairs, breakfast (it's really dinner, but Sims don't care what you call it, as long as it doesn't have flies) will be on the counter (figure 9-6), fresh and ready to go. You'll save at least 20 Sim-minutes of morning prep time.



**Fig. 9-6.** It's only 5:30 a.m., but our Sim kid is already eating breakfast. After taking care of his Hygiene, he'll still have time for studying or boosting his Fun score before the school bus arrives.

## Comfort

### When You Gotta Go, Go in Style

A toilet is often overlooked as a source of Comfort. The basic Hygeia-O-Matic Toilet costs only \$300, but it provides zero Comfort. Spend the extra \$900 and buy the Flush Force 5 XLT (figure 9-7). Your Sims have to use the bathroom anyway, so they might as well enjoy the +4 Comfort rating every time they take a seat.



Fig. 9-7. You can live with a black-and-white TV for a while, but it doesn't make sense to do without the added comfort of the Flush Force.

### Rub Your Sim the Right Way

Giving another Sim a Back Rub is a great way to increase your chances of seeing Hug, and eventually Kiss on the social interaction menu. However, don't forget that it also raises the recipient's Comfort level. If your Sim's Comfort level is down, even after a long night's sleep, try a few Back Rubs. It will send your Sim to work in a better mood, which might be just enough to earn the next promotion.



Fig. 9-8. Our Sim is hungry, but he always has time to receive a nice Back Rub.

## Hygiene

### Your Mother Was Right

One of the biggest contributors to declining Hygiene is the lack of hand washing after using the bathroom (in the Sims and in real life). If your Sim does not have a Neat personality, you may need to initiate this action. If you keep it up throughout the day, your Sim will be in better shape in the morning, when a shorter shower can be the difference between making the car pool or missing a day of work.



Fig. 9-9. This Sim has an average Neat rating, which means she won't always wash her hands after using the bathroom. A few gentle reminders are in order.

## Flush Your Troubles Away

Sad but true, sloppy Sims don't flush (figure 9-10). It's easy to overlook this nasty habit during a busy day, but it could lead to trouble. A clogged toilet may not affect Hygiene directly, but if your Sim is forced to pee on the floor because the toilet is not working, the Hygiene score drops dramatically.



Fig. 9-10. Second time tonight for this soldier, and we're still waiting for the first flush.

## Bladder

Sorry, there's no magic formula for relieving a full Bladder. However, to guard against emergencies and the resulting puddles on the floor, try building two semi-private stalls in your bathroom. This allows two Sims to use the facilities without infringing on each other's privacy, as pictured in figure 9-11.



Fig. 9-11. Dual stalls improve the traffic flow (and other flows) in the bathroom.

## Energy

### Getting Enough Sleep with Baby

Nothing drains a Sim's Energy bar faster than having a baby in the house (figure 9-12). If you want to survive the three-day baby period without everyone losing their jobs, you must sleep when the baby sleeps. Most likely, this will be in the middle of the day, because Sim babies, like their real counterparts, couldn't care less about their parents' sleep schedules. The baby will not sleep for a full eight hours; however, if you get five or six hours of sleep with the baby, you'll have enough Energy to carry out other important household tasks.



Fig. 9-12. This Sim mom is at the end of her rope, and the baby is just getting warmed up.

### Kids Make Great Babysitters

It does nothing for their Fun or Social levels, but Sim kids will dutifully care for their baby siblings. When they come home from school, feed them, allow a short play period, and then lock them in the room with the baby (if you're feeling particularly sadistic, you can go into Build mode and wall them in). They usually respond on their own, but you can always direct them to the crib, as pictured in figure 9-13, (unless they are too exhausted and need sleep). Take advantage of this time by sending the regular caregiver to bed for some much-needed sleep.



Fig. 9-13. Big brother makes a great nanny.

## Fun

### Finding the Right Activity for Your Sim

Unless your Sims live in a monastery, you should have plenty of Fun objects in your house. The trick is matching the right kind of activity with a Sim's personality. In the frenzy of daily schedules and maintaining Relationships, it's easy to lose touch with your Sim's personality traits. Visit the Personality menu often (click on the "head" icon) to review the five traits. Make sure you have at least one of the following objects readily available to your Sim (the bedroom is a good spot).

### NOTE

*A Sim should have at least six points (bars) in one of the following traits to maximize the recommended activity. Of course, an even higher number produces faster Fun rewards. To qualify for the opposite trait (e.g., Active/Lazy, Playful/Serious) a Sim should have no more than three points in the trait.*

### Favorite Fun Activities

TRAIT	BEST ACTIVITIES
Neat	N/A
Outgoing	TV (Romance), Hot Tub, Pool (if Playful is also high)
Active	Basketball, Stereo (dance), Pool, TV (Action)
Lazy	TV (as long as it's on, they're happy!), Computer, Book
Playful	Any fun object, including Computer, Dollhouse, Train Set, VR Glasses, Pinball, etc. If also Active, shift to Basketball, Dance, and Pool.
Serious	Chess, Newspaper, Book, Paintings (just let them stare)
Nice	Usually up for anything
Mean	TV (Horror)

### When in Doubt, Entertain Someone

If your Sim does not have access to a Fun activity, simply Entertain someone for an instant Fun (and Social) boost, as pictured in figure 9-14. You can usually repeat this activity several times, and it doesn't take much time (great for kids on busy school mornings).



Fig. 9-14. When a good toy is not around, Sim kids love to Entertain each other.

## Social

Satisfying Social requirements can be very frustrating, especially when Sims are on different work or sleep schedules. Socializing is a group effort, so plan small parties on a regular basis. Keep a notepad with all of your Sims' work schedules, so you know whom to invite at any time of the day.

- It's O.K. to ask your guests to leave. After you shmooze a little and boost your Relationship score, send the Sim packing, and call up a different one. Use this round-robin approach to maintain all of your friendships.
- Don't let Mean Sims abuse you. This can be tough to control if you're not paying attention. When you're socializing with a Mean Sim, keep an eye on the activity queue in the screen's upper-left corner. If that Sim's head pops up (without you initiating it), it probably says "Be Teased by..." or "Be Insulted by...." Simply click on the icon to cancel the negative event and maintain your Relationship score. Once you diffuse the threat, engage the Sim in simple talking, or move your Sim into a group activity (pool table, hot tub, pool, etc.)
- Unless you like being the bad guy, don't advertise your advances toward one Sim if you already have a Relationship with another. Sims are extremely jealous, but you can still maintain multiple love Relationships as long as you don't flaunt them in public.

## Room

A Room score crisis is easy to remedy. If you have the money, simply add more lights and paintings. Also check the quality of objects in the room, and upgrade whenever possible. If your room is jammed with expensive objects, lights, and paintings and your Room score is still low, there must be a mess somewhere. A normally maxed out Room score can slip with so much as a puddle on the floor (as pictured in figure 9-15). Clean up the mess to restore the Room score to its normal level.



**Fig. 9-15.** It looks like someone fell short of the toilet. A mop will take care of the mess and raise the Room score.

Scan your house on a regular basis for the following negative Room factors:

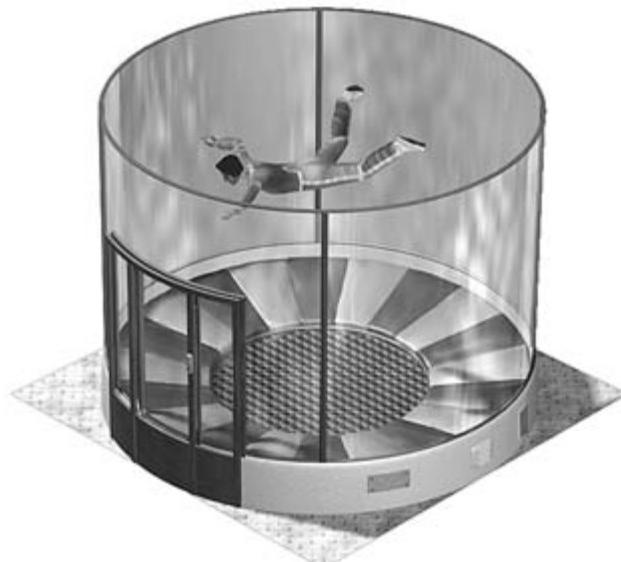
- Dead plants
- Cheap objects (especially furniture)
- Puddles (they can also indicate a bad appliance; when in doubt, click on the item to see if Repair comes up as an option)
- Dark areas
- If you have the money, replace items taken by the Repo guy.

## Cheats

Activate the cheat command line at any time during a game by pressing **[Ctrl] + [Shift] + [C]**. An input box appears in the screen's upper left corner. Type in one of the codes listed below. You must re-activate the command line after each cheat is entered. The following cheats work only with Version 1.1 or later of *The Sims* and its expansions.

CODE INPUT	DESCRIPTION
autonomy <1-100>	Set free thinking level
bubble_tweak z-offset	Input random large numbers to cause the think bubble to move
draw_all_frames off	Draw all animation disabled
draw_all_frames on	Draw all animation enabled
draw_floorable off	Floorable grid disabled
draw_floorable on	Floorable grid enabled
draw_routes off	Selected person's path hidden
draw_routes on	Selected person's path displayed
genable default	Resets objects to default status
genable objects on/off	Makes stuff invisible
genable status	Checks the status of genable objects in the house
history	Save family history file
interests	Display personality and interests

CODE INPUT	DESCRIPTION
log_mask	Set event logging mask
map_edit off	Map editor disabled
map_edit on	Map editor enabled
move_objects off	Move any object (off)
move_objects on	Move any object (on)
prepare_lot	Rotates the house and zooms according to your original orientation on the lot
rosebud	1,000 Simoleans
rotation <0-3>	Rotate camera
sim_log begin	Start sim logging
sim_log end	End sim logging
sim_speed <-1000-1000>	Set game speed
sweep off	Ticks disabled
sweep on	Ticks enabled
tile_info off	Tile information hidden
tile_info on	Tile information displayed



PART II:



CHAPTER 10:  
WELCOME TO STUDIO TOWN



Studio Town Map

## NOTE

See "Chapter 11: Almost Famous" for in-depth strategies on becoming a Superstar.

## Introduction

It's "Take a Sim to Work Day" in *The Sims Superstar*. After years of watching your favorite Sim disappear into the carpool vehicle, now you can go to work with your Sim and spend hours brushing shoulders with the rich and famous at Studio Town. In this section, we take you on a tour of all nine studio lots, describing the Fame opportunities and services available at each one. Although you can visit the lots in any order, we arranged them to match a typical Fame career sequence. Some Fame objects are available in multiple locations, so your order of progression may vary.

## NOTE

*All of the directions assume you are standing at the drop-off point, facing the lot.*

### Studio Town Fame Objects

	KARAOKE	OPEN MICROPHONE	PHOTO SHOOT	RECORDING STUDIO	TV SET	FASHION RUNWAY	MUSIC VIDEO SET	MOVIE SET
Buckingham Galleries	—	—	X	—	—	X	—	—
Cameron's Lounge	X	X	—	—	—	—	—	—
Fairchild Film Studios	—	X	—	—	X	—	—	X
Gast District	—	—	X	—	—	X	—	—
KWLW Studios	—	—	—	—	X	—	—	—
Meeker Studios	—	X	—	—	—	—	—	X
Midlock Multiplex	X	—	—	X	—	—	—	—
Music for the Eyes	—	—	—	—	—	—	X	—
Studio Town Center	X	X	—	—	—	—	—	—

## 88 Studio Town Drive: Cameron's Lounge

### Features

- Open Microphone
- Karaoke Stage
- Billiards, slot machines, pinball
- Food



Cameron's Lounge is a perfect place to launch your singing career or just hang out with other rising stars. The Karaoke Stage is at the lot's far left corner, and the Open Microphone is on the opposite side.



If you feel lucky, crank the slot machines a few times. When your pockets are empty, join a game of billiards or pinball. This is a very busy lounge and a great place to make friends.



Buy shrimp on a skewer at the food cart near the Open Microphone. When you need the bathroom, look for the stalls at the back of the lot.



# 85 Studio Town Drive: Studio Town Center

## Features

- Open Microphone
- Karaoke Stage
- Shopping
- Food
- Spa



As a not-quite-famous celebrity, Studio Town Center is a perfect place to start your career. It is easy to find in the center of Studio Town. The car deposits your Sim at the beginning of a wide promenade. Follow the path to the opposite end of the lot to reach the Fame objects: the Karaoke Stage on the left and Open Microphone on the right.



## NOTE

*You can also begin your singing career at Cameron's Lounge, where you can perform at the Karaoke Stage or Open Microphone. Also find Open Microphones at Fairchild Film Studios and Meeker Studios.*



After finishing a couple of sets on stage, schmooze with the celebrities until your Motives run down. If your wardrobe needs a little updating, check out the clothing boutique in the front right corner of the lot. A High-Fashion

Outfit makes you more appealing to the uppity celebrity types. If you'd rather save your simoleans, quickly change at the dresser located in an alcove behind the interior spiral staircase.



When all that schmoozing leaves your Sim hungry and tired, grab a plate at the Karaoke buffet table, or stop by the sushi bar opposite the Open Microphone.



If you have a few simoleans left after shopping at the boutique, buy some nifty movie posters at the kiosks in the far left-hand corner of the lot.



When nature calls, you have two choices on the ground floor. If the lot is jumpin', use the three bathroom stalls at the spa. However, if a gold toilet is more your style, check out the bathroom attached to the clothing boutique. It's behind a Star Door, so you'll need two or more stars to enter.



As you move up the Fame ladder, work on multiple celebrity relationships at the spa located in the front left-hand section of the lot. Here you can languish in the baths, soak in a hot tub, or pay for a relaxing massage. Conserve Motives while at Studio Town, but if your active Sim absolutely needs a workout to take the edge off, jump into the pool for a quick swim.





Find cushy sofas on the second floor, but to maximize your downtime, take a seat in the movie theater, where you can gain a little Fun while boosting your Sim's Comfort. The smoothie bar provides light refreshments.

## 86 Studio Town Drive: Buckingham Galleries

### Features

- Photo Shoot: Print Ad, Model
- Fashion Runway
- Shopping
- Food



Just to the right of Studio Town Center is Buckingham Galleries. After earning half a star at the Open Microphone or Karaoke Stage, you unlock the Photo Shoot object on the second floor, where you can pose for a Print Ad (when your Fame advances to two stars, return here for a modeling session). Savvy players will notice the Print Ad is from the *Sims Vacation!* After enduring the bright lights and cameras, chill out and play some computer games.

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Take in a fashion show downstairs and dream about strutting your stuff when you unlock the Fashion Runway. If you're not yet qualified to earn simoleans as a model, stop at the boutique and buy a new High-Fashion Outfit.



Don't let your Bladder Motive get too low, because you're likely to find long lines at the only two bathroom stalls on the lot.



Dreaming won't turn you into a star, but if your love life is a shambles, you might want to make a wish and toss a coin in the fountain. It won't change your luck, but it's a fun diversion as you stroll through the lot.



Food choices are a little thin at Buckingham, but stave off hunger pains with a trip to the sushi bar adjacent to the Fashion Runway.

# 84 Studio Town Drive: Midlock Multiplex

## Features

- Recording Studio: Jingle, Album
- Karaoke Stage
- Shopping
- Food



Midlock Multiplex is a single-story lot featuring two Recording Studios, located in the far right and midright sections of the lot. With one star under your belt, you can plug in and record a jingle. Later, when you earn three stars, return and cut an album.



When your Sim needs sustenance, look for the double sushi bar directly behind the phone booth. There's never an excuse for a full Bladder, with two multiple-stall bathrooms behind the sushi bars.



Although one star entitles you to record a jingle, you can still step onto the Karaoke Stage and pick up a few simoleans.



A private retreat in the far left-hand corner of the lot features a Mini Trailer, Steam Baths, and Chess Table. You need at least two stars to open the Star Door, although you can sneak in the back way and play chess.

However, you will need two stars to enter the Mini Trailer, where you can recharge your Comfort and Bladder Motives.



Working hard in Studio Town can have a devastating effect on the Fun Motive. At Midlock, boost your Sim's score on the basketball court just to the right of the phone booth.



After earning one-and-a-half stars, visit KWLW Studios and film a commercial on the set in the lot's far right-hand corner. Add one more star to your name, and you can return to the same set and star in a soap opera.



Although you don't find many frills at this small, working set, your Sim's basic needs are satisfied. A buffet table in the lot's far left-hand corner provides quick snacks, and the bathrooms are conveniently located nearby.

## 81 Sunrise Boulevard: KWLW Studios

### Features

- TV Set: Commercial, Soap Opera
- Shopping
- Food



you call a cab from the phone booth near the TV Set, don't forget to walk to the street, or the cab will take off without you. There's also a phone booth near the street.

## 89 Studio Town Drive: The Gast District

### Features

- Photo Shoot: Model, Print Ad
- Fashion Runway
- Shopping
- Food
- Spa

Serious actors will love working here, away from the distractions of glitzy spas and computer game stations. When you're done filming, shop at the poster kiosk, or hang around the open area and develop your celebrity and fan Relationships. If



Buckingham Galleries was just a warm-up for your blossoming modeling career, but the Gast District is the big time. This two-story complex has everything for the rich and shallow. If you forgot to don your High-Fashion Outfit before jumping into the limo, stop at the boutique behind the phone booth for a wardrobe upgrade.



To get right to work, walk past the columns in the main promenade, and jump in front of the camera for a photo shoot. If all the bright lights give your Sim the urge to pee, make a pit stop at the bathroom adjacent to the photo set.

### NOTE

*You can also do a photo shoot at Buckingham Galleries.*

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Continuing along the left-hand side of Gast, arrive at the Fashion Runway in the far left corner. After logging three-and-a-half Fame stars, you can model the latest *Sims Superstar* fashions. But a word of warning—runway modeling is not for the faint of heart. The Gast designers can be somewhat indelicate in their critiques. In other words, expect a lot of screaming if you don't perform up to expectations.



Reward yourself after a tough photo shoot with a visit to the Gast spa in the upper right-hand corner of the lot. The hot tub, mud baths, and steam provide Fun and Comfort and opportunities to further your relationships with local celebrities.



The entire right-hand side of Gast consists of two clothing boutiques. After blowing your daily budget on new threads, take the stairs to the second floor to find more ways to spend your hard-earned simoleans.



If you just can't pass up a clothing rack, find another boutique in the lot's upper right-front. Even if you're not interested in shopping, the boutique has a steady stream of customers, so it's a good place to work on Relationships.



The upper left side of Gast houses the only food outlets: a sushi bar and smoothie stand. If you have any Energy left after a long workday, walk to the opposite end of the second floor (front left), and swim with the fishes in the scuba tank.



With four stars worth of Fame, everyone in Studio Town will watch your next career move, so you might as well tease the crowd with your first music video. Find two sets here, both on the first floor along the back wall. A single bathroom stall splits the two sets, so don't wait too long to answer the call, or you might wait in a long line.



## 87 Studio Town Drive: Music for the Eyes Inc.

### Features

- Music Video Set
- Computer games
- Food



Find two buffet tables in the front left-hand section on the first floor. Time your lunch break to share a meal with other celebrities around the large table.



Rounding out the first floor facilities is a small lounge area in the front right-hand section, where you find a single computer for playing games and comfortable seating.



The second floor houses a large bathroom with several stalls in the front left corner. The lone toilet on the first floor is only available to celebrities with at least two stars, so you'll need to streak up the stairs in a Bladder emergency. The only access is the front stairway. A large lounge area stretches behind the bathroom and to the right. Here you can relax and play computer games or listen to music. Spend some of your inflated salary on one of the



high-performance gaming stations. The fee is a lofty \$35 per session, but your Fun Motive receives an extra boost.

## 82 Sunrise Boulevard: Fairchild Film Studios

### Features

- Movie Set
- Open Microphone
- Food
- Spa



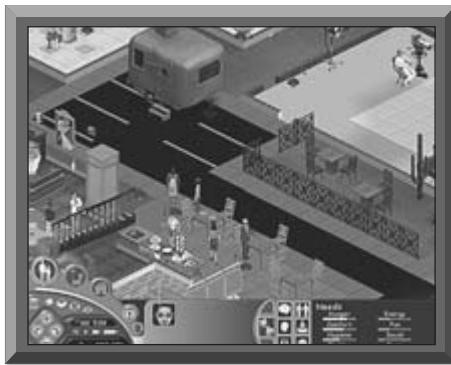
After strolling down the red carpet, take a right and head for the corner of the building, where you find two Movie Sets. This is the last step of your Fame career. Turn in a few show-stopping performances and befriend the right celebrities to make the final leap to superstardom.



### NOTE

*You can also work on your movie career at Meeker Studios.*

# CHAPTER 10: WELCOME TO STUDIO TOWN



When you get hungry, stop at the buffet table for a catered meal, and then freshen up in the adjacent bathroom. Or if you have at least two stars, step up to the Mini Trailer where you can satisfy Comfort and Bladder Motives in complete privacy. If someone is inside the Mini Trailer, you also get Social Motives.



If you get nostalgic for the good old days of performing in front of hostile audiences, stop by the Open Microphone in the front left-hand section of the second floor. If you'd rather just unwind, walk across to the other side of the second floor, and catch some TV in the theater room.



A big-time star needs big-time pampering, so don't forget about the spa in the lot's far left-hand corner. Here you can soak, steam, or suck up oxygen with the beautiful people.



Finally, if all the excitement of Fairchild Film Studios is too much to bear, stroll to the far right-hand section of the upper floor, where you can relax by the fire among friends (or bitter enemies).



## 83 Sunrise Boulevard: Meeker Studios

### Features

- Movie Set
- Open Microphone
- Skydiving Simulator
- Food

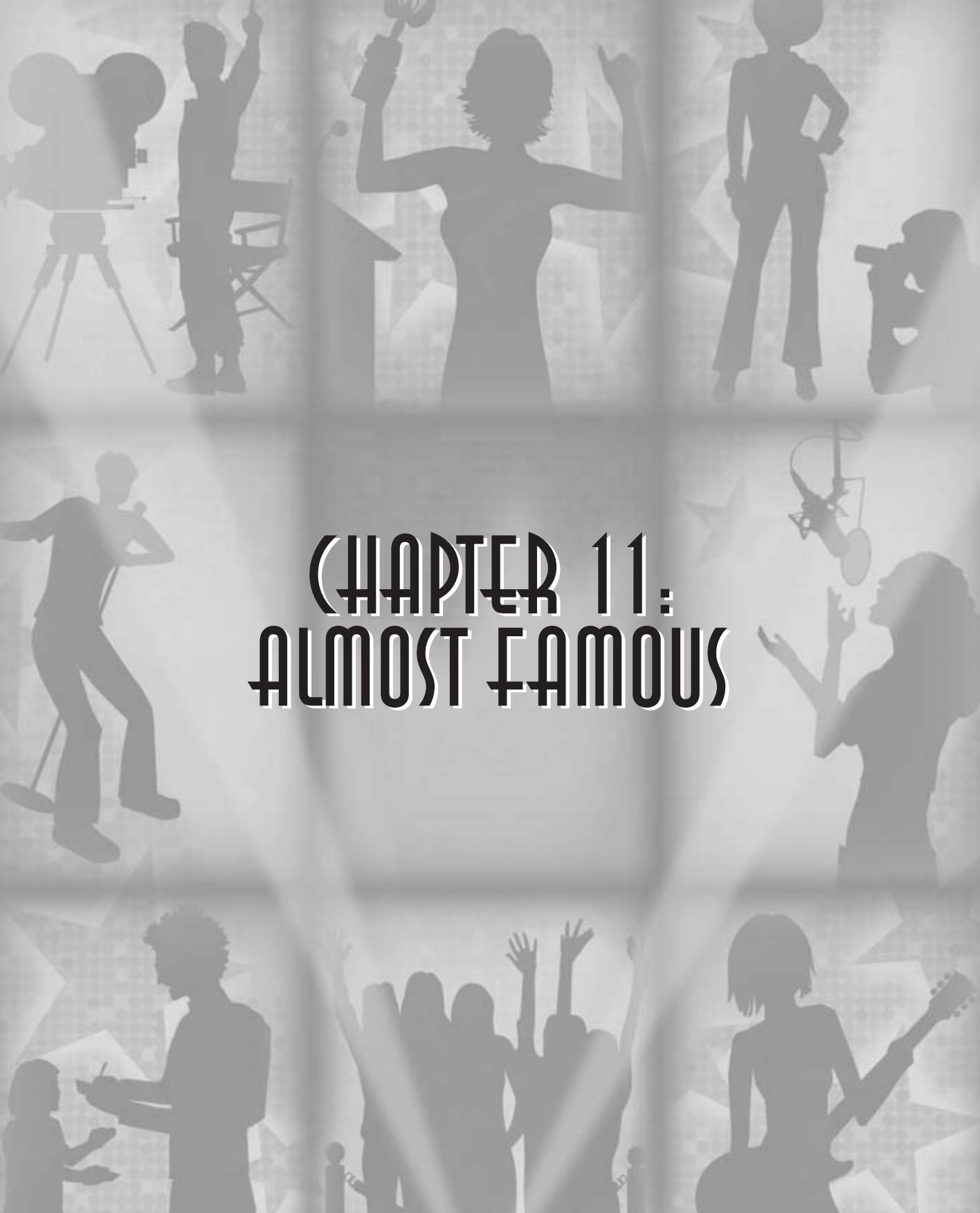


The last stop on our Studio Town tour is Meeker Studios, a small-budget film lot that values port-a-potties over mud baths for its actors. Nevertheless, you can still advance your career by performing fight or death scenes at the open set in the middle of the lot.



Although the facilities are rather sparse, get in some airtime in the Skydiving Simulator or play computer games. A food buffet keeps you going, but don't expect cushy chairs and sofas. The studio trailer is your best bet for creature comforts (if you have at least two stars). Finally, and sadly, we weren't kidding about the port-a-potties.





# CHAPTER 11: ALMOST FAMOUS

## Introduction

Have you ever wanted to jump in the Town Car and look over your Sim Surgeon's shoulder as she completes an emergency appendectomy? Or how about stowing away in the SUV while your Sim Treasure Hunter uncovers the Holy Grail? Well, now you have a chance to participate and manipulate your Sim's career actively on a daily basis. It is exciting, sometimes disappointing, and sometimes unpredictable. In this section we introduce the all-new Fame career. Fame resembles other careers in that you must improve your job skills, expand your circle of friends, and send your Sim to work with a full belly and empty bladder. But there is much more to becoming famous. The following sections describe all the interactions and events you can expect on the Fame career track. For a day-to-day diary of one Sim's drive from Nobody to Superstar, check out "Lights, Camera, Action!"



## Getting Started



When you install *The Sims Superstar*, Studio Town appears as a new location on the Neighborhood screen (just like Downtown in *Hot Date* or Vacation Island in *Vacation*). You can go directly to Studio Town without a Sim and improve any of the nine Studio Town Lots. You can even bulldoze a lot and start from scratch or simply move a few objects around to your liking.



If you are happy with your current job (or unemployed), visit Studio Town without changing to the Fame career track. Simply call a cab, fork over \$50, and jump on the studio tram. Although you cannot use many of the Fame objects on the Studio Town Lots, you can perform on the Karaoke Stage or Open Microphone.



When you get tired of singing off-key, spend your hard-earned simoleans on computer games, food carts, mud baths, and a wide variety of other pay-as-you-play objects. Review the "Welcome to Studio Town" section for more information on the services available on each lot.



Of course, you can always save your simoleans and simply follow celebrities around, asking for autographs or hugs (if you feel bold). Some of the Studio Town stars are flattered by your requests and gladly give you autographs. However, keep in mind that celebrities are emotionally fragile, and they can get ugly in the face of over-enthusiastic fans.

### NOTE

*It is very difficult to build meaningful Relationships with celebrities if you are not famous. It is especially difficult if they have Fame ratings of three stars or higher. However, if you lay the groundwork for several Relationships while you visit, you have a jump start on the Famous Friends requirement when you begin a Fame career.*



Although you gain some Comfort by taking breaks on sofas and chairs, or soaking in the hot tub, you cannot restore Energy at Studio Town. So eventually, you need to find a phone booth and call a cab for the trip home. It doesn't cost any

simoleans for the return trip home. Time stands still while you visit Studio Town, so you find everything at home, even the time, the same as when you left.

## CAUTION

*Most phone booths in Studio Town are near the curb where the trams pick up and drop off passengers. If you call a cab from a phone booth on the opposite side of the lot, you need to walk to the pick-up point, or the tram leaves without you.*



After you snag an agent, you are officially on the Fame career track. Get started immediately by calling a cab and heading for Studio Town. You begin as everyone else does in this city of broken dreams—as a Nobody. There are no special skill or Famous Friends requirements at this initial level of Fame, so head straight for the closest Karaoke Stage or Open Microphone. Studio Town Center is a good place to start, but you can find these Fame objects at several locations.



## Launching Your Career



If your visit to Studio Town leaves you filled with envy and desire, perhaps it is your destiny to become famous. When you arrive back home, look for your daily copy of the *Studio Town Insider*, which arrives on the front lawn along with

your newspaper. This tinsel-town rag is packed with the inside scoop on everyone who's anyone. For now, it serves a more important purpose—your only source for contacting the SimCity Talent Agency. If your Sim is already gainfully employed, it asks if you want to quit your current job to pursue a Fame career. Say yes, and you can forget about paychecks for a while, at least until your audience decides your singing or acting is worth paying for.

## TIP

*Although your career is just beginning, it doesn't hurt to pump up your Body, Charisma, and Creativity skills before heading to Studio Town. You need all three skills to advance your career.*

**TIP**

While at the Studio Town screen, use one of three filters to pinpoint Acting (Open Microphone, Soap Opera Set, Movie Set), Music (Karaoke Stage, Music Recording Booth, Music Video Set), and Fashion (Photo Shoot, Fashion Runway) objects. Simply click on one of the nine icons across the top of the screen.



If you leap onto the stage and start crooning, your Sim's lack of talent likely inspires a barrage of catcalls from the audience. Before stepping up to the microphone, wander around the room, meeting as many guests as possible. Good conversation builds loyalties, and it never hurts to tip the other performers. After you initiate several friendships, wait until a small crowd gathers near the stage, and then grab the microphone. Select a musical style and let it rip. If you worked

the room sufficiently, the reviews should be favorable. Congratulations! You are on your way to stardom. Fame, fortune, and shallow relationships will soon be yours!

**TALK TO LANA AT STUDIO TOWN CENTER**

Look for Lana, the Studio Town Production Assistant, when you arrive at Studio Town Center. She is easy to recognize, dressed in black and carrying a clipboard. Lana has valuable information on the Fame game, but standing around and waiting for her to answer your questions burns critical seconds, so we include everything she knows right here.

**Name Dropping:** There are few places quite as informal as the steamy interior of a health spa. In this intimate setting, Sims drop their usual social barriers and talk with just about anyone that happens to be in the spa with them. If you really want to catch their attention, try mentioning the names of celebrities you know. You may hit on a mutual acquaintance and really impress the person you are talking to.

**Fame:** The more famous you are, the more opportunities that open to you in Studio Town. As you gain Fame, you also gain fans and the attention of other celebrities. Be careful that you don't forsake your fans, lest they cross the fine line between adoration and obsession.

**Awards:** Three types of awards exist. The first type, and the easiest to achieve, are awards given for excellence in the workplace. Receive these awards through repeated success on the set. The second type is the coveted SIMMY! The SIMMY is only given for outstanding achievement in the Entertainment Industry. One must be really famous to receive this award. Your fans choose the third type of award. If your fans really like you, they may choose to award you with the SimChoice Award—so don't forget about them!



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**Fans:** Fans keep the famous going. Without them, there would be no real reason to be famous. You should talk with your admirers and get to know them if you can. If you were to forget your fans, they would definitely not return the favor. A lack of attention from you is liable to drive at least one of them to be a bit...fixated.

## The Pursuit of Fame

After getting your soon-to-be-famous feet wet on the Karaoke Stage, the road to Superstardom gets progressively more difficult. In this section, we explain each aspect of Fame and how it affects your advancement. This is the most important section in the entire strategy guide, because without an understanding of how the system works, the system beats you!

### TIP

*Vary your initial sequence of styles with each visit to the Photo Shoot, Soap Opera Set, and Recording Booth. If you get lucky and choose the correct order on your first try, you receive a bonus. You earn a decreasing payout of simoleans and Fame points if it takes two or three tries to get it right. The concept is the same on the Fashion Runway, Music Video Set, and Movie Set, with one important difference; you have only two tries to guess the correct sequence. Fortunately, you can earn a partial reward for guessing two of the three styles. In either case, don't forget to write down the results of each sequence, because if you strike out on your last try, the failure will degrade your Fame points (not to mention your self esteem).*

### The Fame Track

STARPOWER—DESCRIPTION	FAME OBJECT	CURRENT FAME	FAME REQUIRED TO ADVANCE	FAME AWARDED	FAME PENALTY FOR FAILURE	DAILY DECAY*
0—Nobody	Karaoke/Open Mic	1	1	1-2	0	0
1/2—Stepping Stone	Photo Shoot: Print Ad	2	7	2-3	0	2
1—Insider	Recording Booth: Jingle	9	12	2-3	0	2
1 1/2—Name Dropper	Soap Opera Set: Commercial	21	14	3-4	0	3
2—Studio Fly	Photo Shoot	35	17	4-6-7	-8	8
2 1/2—Sell Out	Soap Opera	52	26	5-7-8	-10	9
3—Trendsetter	Recording Booth	78	78	8-12-20	-15	10
3 1/2—Player	Fashion Runway	156	144	25-25-40	-20	30
4—Talk of the Town	Music Video	300	250	35-50-60	-30	40
4 1/2—Celebrity	Movie Set	550	350	55-70-80	-50	55
5—Superstar	Superstardom!	900				35

\*When you're at 0–4 1/2 stars, Fame decay starts only if you miss one day of work. When you're at 5 stars, Fame decay is daily regardless of whether you make your presence at Studio Town or not.

## Starpower/Description



Ten levels exist between Nobody and Superstar, with each level valued at half a star. Your stars are displayed on the Job menu, directly under Fame. Besides tracking your career advancement, Starpower also influences your

ability to meet other celebrities. Studio Town has a definite caste system, and celebrities prefer to hang with others of similar stature. So, as you move up the charts, pay attention to your Starpower, and make friends with other celebrities in reach of your current standing. This isn't a hard and fast rule; so if you want to introduce yourself to a Superstar as a Nobody, knock yourself out. But, don't be surprised if you are summarily dismissed.

BASE INCOME	FAMOUS FRIENDS REQUIRED	CHARISMA/BODY CREATIVITY REQUIRED
Tips	0	0/0/0
\$50	0	1/0/1
\$65	0	2/1/2
\$80	0	3/2/3
\$100	2	4/3/4
\$150	4	6/4/4
\$200	7	6/5/6
\$325	11	7/6/7
\$425	14	8/7/8
\$750	18	10/8/9

## Fame Objects



A way to earn Fame is to perform successfully on one of the Music, Acting, or Fashion Fame objects. Signing autographs and getting your picture taken by the Paparazzo also brings small amounts of Fame. Fame objects are

scattered among the nine Studio Lots in Studio Town. With the exception of the Karaoke Stage and Open Microphone, which are available at the start of the Fame career, subsequent objects unlock as you advance through the levels. However, your Fame level does not lock you to an object. You can continue to use Fame objects you used at the beginning of your Fame track even when you're a Superstar. For example, when you reach three stars, the Soap Opera Commercial becomes available. To advance to three-and-a-half stars, you must achieve sufficient Fame at the Soap Opera Commercial (along with satisfying the other requirements for advancement), thus opening up the next Fame object, Photo Shoot Set. This process continues until you become a Superstar.

## Current Fame

This number represents a hidden tabulation of Fame points achieved when you reach a level. You don't see this total in the game, but it is an ever-changing figure that reflects successes, failures, and decays (see the following).

## Fame Required to Advance

Once again, this is a hidden number that represents the amount of Fame points required to advance to the next level. Note the dramatic increase in the number of Fame points needed at the higher levels.

## Fame Awarded



How well you do on a particular Fame object determines the number of hidden Fame points your Sim earns. This formula varies depending on the object. Two types of Fame objects exist. For explanation purposes we call them Class I and

Class II interactions. Class I interactions—including the Karaoke Stage; Open Microphone; Photo Shoot; Print Ad; Recording Booth; Jingle; and Soap Opera Commercial—simply require your Sim to show up and perform a task. At the Karaoke Stage and Open Microphone, Fame points are awarded based on how well the audience receives your performance. If you sufficiently prep the crowd, you get rave reviews, and correspondingly, the highest number of Fame points. The lower number is awarded for a moderately successful audience response.



You perform the Photo Shoot; Print Ad, Recording Booth; Jingle, and Soap Opera Commercial in front of a director or producer rather than a live audience. Your award is based on a complex formula that involves

Mood, and you receive either the higher or lower number of Fame points.



modeling style. The first Class II interaction is Photo Shoot, which unlocks after you earn two stars.

The Class II Fame interactions include Photo Shoot, Soap Opera, Recording Booth, Fashion Runway, Music Video, and Movie Set. These objects are interactive, meaning that you must make decisions on your acting, singing, or



When performing the Photo Shoot, Soap Opera, and Recording Booth, you have three opportunities to select a sequence of three styles. This means it is impossible to fail (unless you do not keep track of your choices on each try).

You receive the highest Fame award if you guess the sequence on the first attempt. If it takes two tries, you receive the middle payout. If you don't guess the sequence until the third try, you earn the smallest Fame award. However, the good news is that you can eventually earn enough Fame points to move to the next level even if it takes three tries to achieve success. It just takes you a little longer to accumulate the necessary Fame points for advancement.



The last group of Class II Fame interactions—Fashion Runway, Music Video, and Movie Set—are more difficult because you need a considerable amount of luck to succeed. Instead of three chances to choose the correct sequence,

you have only two attempts. This means you are not guaranteed success by process of elimination. Naturally, the Fame payout is highest if you guess the proper sequence on your first try. The middle Fame award is for guessing the sequence on your second try. The lowest Fame payout is for guessing two out of three. If you only get one correct choice after two tries, it is considered a failure, and you receive a Fame penalty (see the following section).

## CAUTION

*Keep your Sim's Mood above 0 and Energy Motives above -85, or they refuse to use the Class II Fame interactions (Photo Shoot, Soap Opera, Recording Booth, Fashion Runway, Music Video, and Movie Set).*

## Fame Penalty for Failure



After a few trips down the Fashion Runway or sessions in the Recording Booth, you will get used to receiving immediate, and often emotional, responses to your work. Obviously, it is more fun for a designer to blow kisses at you rather

than jumping up and down, shaking a fist in your direction. If you have the unfortunate experience of missing an entire sequence or making only one correct choice, your Sim receives a Fame penalty (from -8 on the Photo Shoot to -50 on the Movie Set) to go with your public tongue lashing.

## NOTE

*No Fame penalty exists for failure on the Class I Fame interactions mentioned above. However, the SimCity Talent Agency watches your performance very closely, and it only takes a few flops for them to degrade your Starpower.*

## Daily Decay



Aside from Fame penalties, you also risk Daily Decay if you don't spend enough time at Studio Town. When your Sim has from 0-4.5 stars, Daily Decay begins when you miss two straight days. Here is how the internal system works. Each

day at around 3:00 P.M., the game checks to see if you went to Studio Town that day. If you didn't, your Sim receives a hidden check mark. If you go to Studio Town the next day, the check mark disappears, and your Sim's record is clear. However, if you miss a second consecutive day, your Sim receives another second check mark, which triggers the Daily Decay listed in the table. As soon as you go back to Studio Town, all check marks disappear and you are back at square one.

## CAUTION

*If you fail to visit Studio Town for three straight days, you receive a call from your agent, reminding you to pay more attention to your career. If you don't show up for six consecutive days, your agent drops you, which immediately takes you out of the Fame track. If you sign up again, you start from the bottom—as a Nobody. On the Fame track, you can visit Studio Town a maximum of once per day. No limit exists to the number of visits when you are a tourist.*

## NOTE

*When you reach five stars, Daily Decay occurs regardless of whether or not your Sim visits Studio Town.*

## Base Income



This figure represents the standard pay for successfully using a Fame object. You can earn more if you complete the sequence on the first try. Another way to earn more than the base amount is to use a Fame object again, even after you qualify

for the next object. The higher Star level earns you this bonus. However, the tradeoff is that you earn fewer Fame points, and if you linger in the past too long, some may perceive you as a slacker. When you reach four-and-a-half or five stars and you need to build up your bank account, you can use the Fashion Runway over and over again. You earn less Fame, but there are no penalties.

## Famous Friends Required



This is arguably the most difficult aspect of your rise to Superstardom, especially when you top three stars. This number represents your Famous Friends' combined Starpower (not the actual number of friends, as in other *Sims* careers).

Frequently check the

Work menu to keep tabs on your current status. Adding to the challenge is the ever-changing status of *all* Studio Town celebrities. Each day two celebrities experience changes in their Starpower. This occurs randomly among all the celebrities, so it can have a positive or negative impact on your Famous Friends' collective Starpower. This is a good reason to develop a few extra Famous Friendships, even after you reach your current requirement. Study the next section "The Art of Schmoozing" for a wealth of information on making and keeping Famous Friends.

## Charisma/Body/Creativity Required



Required work skills are a carryover from traditional *Sims* careers, and the *Sims Superstar* priorities are Charisma, Body, and Creativity. Taking a day off now and then from the Studio Town grind is required for improving your

skills and maintaining Famous Friendships, so don't become a fame-aholic, or your career may grind to a halt.

## IMPROVING YOUR FAME SKILLS

- **Charisma:** Medicine Cabinet, Mirrors (practicing speech); Bard Bust (reciting soliloquy)
- **Body:** Exercise machines, swimming pool, Skydiving Simulator
- **Creativity:** Easel, piano

## Awards



Aside from monetary rewards, Studio Town presents the following awards for outstanding achievement:

- **Performance Awards:** These awards are presented in each of the three Fame paths: Music, Acting, and Fashion. Trophies include Bronze, Silver, and Gold, and you receive them for outstanding work in one field.
- **The SIMMY:** After you earn two-and-a-half stars, you are eligible to earn a SIMMY

(although it is rare to receive one if your Fame level is under four stars). It is quite a treat, as a stretch limo pulls up with a celebrity presenter and paparazzi inside. Your Sim dons formal wear and accepts the award at the curb. Be sure to store your SIMMY in a safe place to keep it out of the hands of the greedy Obsessed Fan (see "The Price of Fame" later in this section for more information on this disturbed soul).

- **SimChoice Award:** The only way to earn this prize is to lavish attention and kindness on your fans. You need to take regular time off from schmoozing with the beautiful people to build rapport with your fan base. This means rewarding autograph seekers who wait patiently for you to finish your celebrity conversations.

## Chance Cards



translates into a significant boost to all your celebrity Relationship scores.



Now for the bad news. You can expect a debit from your bank account if your agent must bail you out of an uncomfortable situation. Other phone calls can be devastating to your career advancement, especially if your agent informs you that celebrities walk the other way when you arrive at Studio Town. If this happens, plan on spending a good deal of time mending your falling Relationship scores.

Just when you think your career is in high gear, along comes a random event to bring you back down to earth. After you reach one-and-a-half stars, you can receive a call from your agent with good news or bad news. The good news comes in the form of an endorsement that puts a bundle of simoleans in your pocket. Even more exciting than simoleans is a phone call telling you that your star is on the rise and that everyone in Studio Town wants to be your friend. This

## Paparazzo



a recent Fame boost (at least 30 points since your last arrival at Studio Town), the Paparazzo may take your picture as you exit your limousine at curbside.

You can also entice the Paparazzo to take pictures if you stage a Publicity Event with another celebrity. This is usually a fake fight that unfolds very quickly, so make sure the Paparazzo is in the vicinity before you put on the show. However, there is no guarantee the Paparazzo will deem the stunt worthy of a shot.

What would celebrity life be without an annoying photographer in your Sim's face? The Paparazzo snaps pictures, but only if he deems you worthy of the price of film. You can approach the Paparazzo and "Pose for a Picture" or "Stage a Publicity Stunt." The latter choice is more likely to garner a photograph, but in either case, the Fame boost is minimal. However, when your Fame surpasses four-and-a-half stars, or if your career receives



celebrity, or a seemingly innocent hot tub session with another hot Studio Town property. On the home front, you can always count on the Paparazzo to accompany the celebrity presenter when your Sim receives a SIMMY Award.



Find the Paparazzo strolling around the Studio Town lots. He spends most of his time looking for pictures rather than taking them, but he responds to newsworthy events, which can include a passionate kiss between your Sim and another

Of course, the Paparazzo loves to cover tragedies, including your very own Nervous Breakdown. If your career and life fall apart on the set, the Paparazzo will snap away, publicizing your collapse and further demolishing your Fame.

### NOTE

*If the Paparazzo takes your picture, be sure to check the tabloid the next day and see whether you made the news.*

# The Price of Fame

## The Obsessed Fan



During the early part of your career, the pursuit of Fame seems easy enough. You do a few gigs on stage, pose for a Print Ad, hang out with the stars in Studio Town; life is good. But midway through your climb to the top, things start to change.

After earning two-and-a-half stars, your strolls through the lot seem more difficult, with clusters of fans milling about, hanging on your every word. This is the turning point—when you must decide to be the people's star or just another celebrity.



All it takes to keep your public happy is to build a total of 126 Relationship points with an entire fan base of 18. This could be 18 fans with 7 points; or two fans, one with 60 and the other with 66. If you fall below this level

(when you have two-and-a-half stars or above), the Obsessed Fan appears.



Obnoxious doesn't even begin to describe this guy. He is like something sticky on the bottom of your shoe. Wherever you go, the Obsessed Fan follows—to the bathroom, on the set, to the dinner table. He does not directly engage in any activities with your Sim; but he is always present, staring, jumping up and down, clenching his fists, and taking photographs.



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Aside from being an annoyance, the Obsessed Fan can do some damage, especially at night when everyone in your house is asleep (including pets). He wanders around the property looking for award trophies, so never leave them outside. There is a slight chance the Obsessed Fan will enter your house looking for awards, so don't leave them in obvious places on the ground floor either.



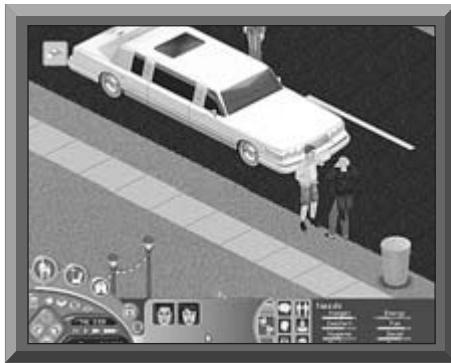
Your only recourse for directly dealing with the Obsessed Fan is to "Berate" him or tell him to "Go Away." This feels good, but it rarely makes him leave (you have a 1 in 10 chance of success).



Fortunately, you have another option at Studio Town. Find Lana, the Studio Town Assistant, and ask her to "Shoo" the Obsessed Fan. She usually responds quickly. But keep in mind that the game checks for Obsessed Fan conditions every hour, so he will return unless you attend to your fan base and raise your total Relationship score above 125.

## TIP

*A foolproof trick for protecting your valuable trophies is to keep them in a room accessible only by a Star Door.*



At home hire a Butler, who keeps the Obsessed Fan away during working hours (7 A.M.–Midnight). Of course, the Butler has many other worthwhile functions, including cooking, cleaning, keeping appliances repaired, and dismissing unwanted guests. But it is worth his daily salary of \$500 to see him slap the Obsessed Fan and send him slinking off your property.

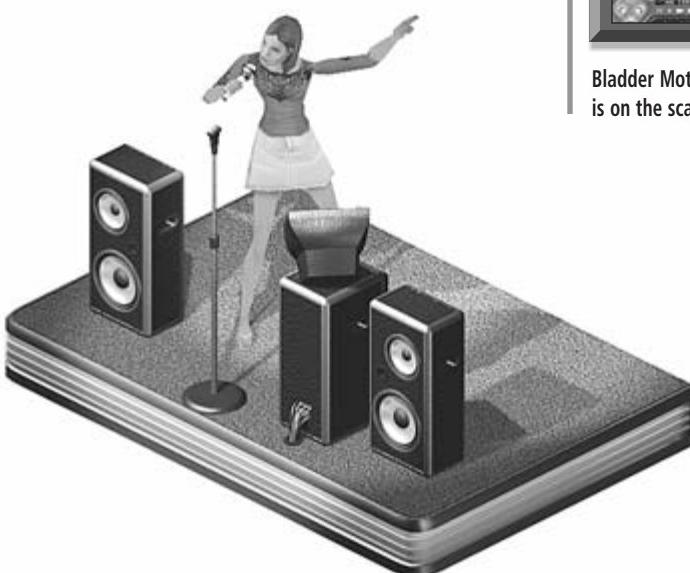
## Nervous Breakdown

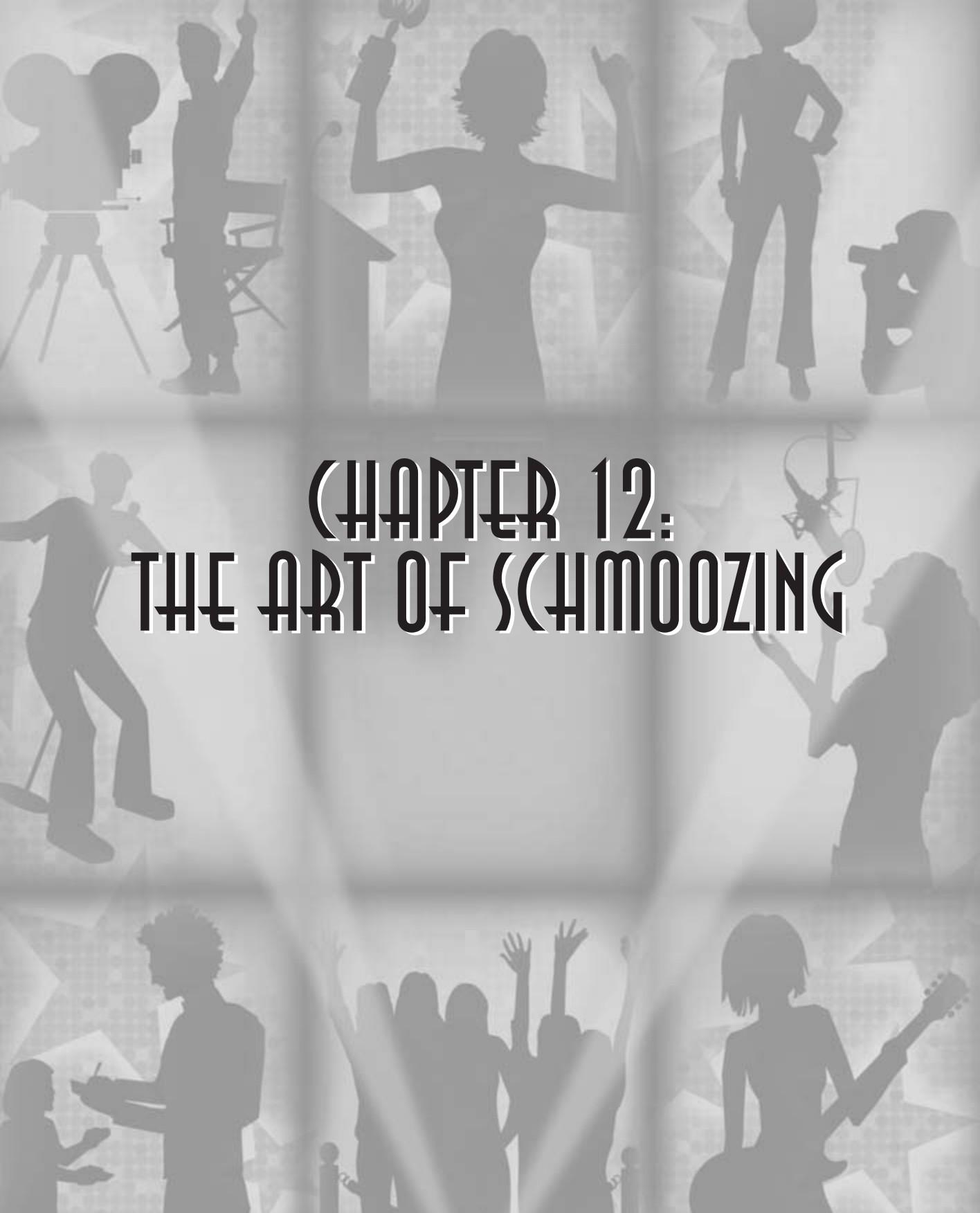


as long as your successful performances outnumber your bad ones.



However, if you have a run of bad luck on the set, you run the risk of giving your Sim a Nervous Breakdown. This is not a pretty sight. Aside from falling apart in front of your peers and fans, your Sim suffers a drop in Comfort, Fun, and Bladder Motives and loses some Fame points. Depending on where your Sim is on the scale, this could trigger a drop in Starpower.





# CHAPTER 12: THE ART OF SCHMOOZING

## Introduction

Veteran *Sims* players know all about friends. The original game, and every expansion pack since then, presented new challenges in finding and maintaining quality Relationships. As you might expect, Famous Friends have plenty of issues. If you thought hanging out with the Goths was tough, wait until you hang with Trendsetters, Studio Flys, and Name Droppers. In this section, we teach you the art of schmoozing, with tips for finding, meeting, and coddling your ever-fragile Famous Friends.

### NOTE

If you are a Sims newbie, check out the first half of this book for exhaustive information and general strategies on boosting your Relationship scores.

## UNDERSTANDING CELEBRITY FRIENDS' STARDOM

When it comes to satisfying career Relationship requirements, two very important distinctions set *The Sims Superstar* apart from all other *Sims* titles. In a traditional Sims career, a Family Friends requirement exists. As the title suggests, this allows every member of the household to contribute their friends to the total. For example, a level 10 position as Mayor in the Politics Career track, requires seventeen friends. Everyone in the house, including the employed Sim, spouses, and children, can satisfy this total. **In *The Sims Superstar*, only your character's Famous Friends count toward satisfying a level requirement.** Your spouse may have Famous Friends, but they do not count toward your total.

The second critical difference is in how the friends total is calculated. In a traditional Sims career, Family Friends are compiled as a head count. A requirement of seventeen friends, means seventeen different friends. However, in *The Sims Superstar*, the Total Starpower of your Famous Friends, rather than a head count is what's important. Hence, if you have five Famous Friends and each one has a Starpower of 3, your Friends' Total Starpower is 15. So, although you may keep the same number of Famous Friends throughout the game, the Total Starpower may go up or down due to changes in their "individual" Starpower ratings. Understanding the dynamics behind Friends' Total Starpower is the key to meeting your level requirements as you move toward Superstardom.

## The New Kid on the Lot

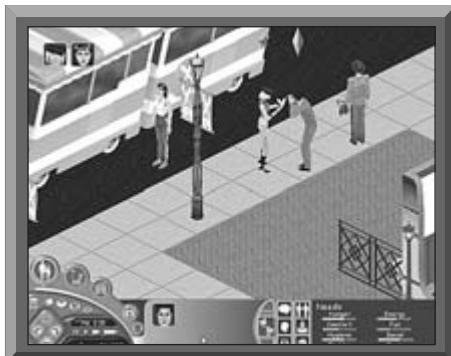


Studio Town celebrities are a tightly knit and tightly wound group. They tend to hang with Sims of like stature in the industry. Of course, this makes it incredibly difficult for a Nobody who just wants to make friends. When you

first arrive at Studio Town, step onto the curb, and watch the parade of cars and limos as they drop off their pampered passengers. You should have excellent results introducing yourself to celebrities who emerge from the white carpool car (0-1/2 stars). After earning your first half star, immediately move up to the black limo passengers (1-2 1/2 stars).

### Limo Passengers

- White Carpool Car: 0-1/2 Stars
- Black Limo: 1-2 1/2 Stars
- White Limo: 3-4 1/2 Stars
- Pink Limo: 5 Stars



Now that you're a celebrity on the rise, don't act too much like a drooling fan. It's okay to tell a celebrity "I'm Your Biggest Fan!" Just don't get carried away; and by all means, pick your spots for throwing yourself on the ground and declaring "I'm Not Worthy!"



Keep things nice and light until you build up a score of 30. By this time, the celebrity is probably looking for the exit. Keep things going if you can, but don't harass the celebrity to a point at which your Relationship score starts dropping.

With a 30-point base, you can invite the celebrity to your house, where you can set up various group activities to boost the Relationship to the next level.



Studio Town and then solidifying the friendship with a home-cooked group meal, a game of billiards, and some TV.

You can build up a Daily Relationship score as high as 70 or 80 on your first visit, and if your Starpower is similar to that of the celebrity, you may even make a Family Friend. But this is not the norm, so we recommend laying the groundwork at



If you decide to throw caution to the wind and go after a big-time star, you have very few choices for social interaction. Hence, the target celebrity quickly becomes bored with "I'm Your Biggest Fan!" and "Were you in the tabloids?" If you keep repeating these interactions, the celebrity gets very frustrated, and you may even find your Relationship score falling into negative territory. A better technique is to use frequent, brief encounters to build the Relationship score gradually, eventually unlocking new interactions.

## CAUTION

*Remember that the scores you see on the Relationships panel reflect how your Sim feels about the celebrity. Your score may climb as high as one hundred, but until the celebrity starts warming up, he or she may still not consider your Sim a friend. This may take two or three visits, especially if the celebrity's Starpower is considerably higher than yours.*



A good place to break the ice with Celebrities, and boost your Social Motive, is at a dining table. You have better luck conversing with strangers during a meal than just plopping down next to a celebrity on a sofa. If you use the

buffet tables, you'll get even more talk time due to the faster service. Most of the Studio Town lots include dining areas with tables, although one of the biggest is at the Gast District, where a food service area stretches the entire length of the second floor. The scuba tank on one end is also a big draw, so hang around near the door to catch celebrities on their way out.

## TIP

*When your Starpower is nonexistent, it is difficult to get celebrities to stop and talk to you in Studio Town. Make your Sim more appealing by wearing a High-Fashion Outfit. Also, it helps to have a good "Body," so spend some time in the pool or on the weight bench to make your Sim more attractive to the already beautiful people of Studio Town.*

## Group Activities



plenty of fresh food on the counter. Celebrities are no different than other Sims. They love to eat almost immediately on entering your house.



After eating, Celebrities often go straight to the bathroom, which provides a good opportunity for staging the next activity. Turn on the TV, start playing billiards, jump into the hot tub, or just turn on some music and start dancing.

When a celebrity accepts an invitation to your house, you can control the interactions much more, and if you carefully stage the events, you can quickly build your Relationship score. First and foremost, make sure there's



As your bank account builds, you can afford more expensive group activity items, including the spa objects available at Studio Town. The Energize! Oxygen Bar is an excellent group activity for up to four guests, and it provides strong satisfaction (7) for the Fun Motive. The hot tub is always a good choice for group activities. Make sure your Sim's Motives are in the green before entering, to ensure a lengthier session with your Famous Friend.





The spa at Studio Town Center is a veritable hotbed of celebrity group activity. You can find spa objects at other lots, but the Studio Town Center is the biggest and often the busiest. Check out the hot tub, steam baths, and oxygen bar. Users of these objects also interact with one another, not just with other Sims using the same object. This is unique to the spa, and these objects do not interact in the same way if you place them in your home.

## Staging Photo Ops



Another reason to develop Famous Friendships is to stage Photo Ops and Publicity Events. These events improve your Relationship score with a celebrity, and a successful Photo Op adds to your Fame, especially if your Famous Friends has a higher Starpower. It is not guaranteed that the Paparazzi will take your picture, but when he does, it's more than worth the effort.

## TIP

*If you have trouble making Famous Friends, try this long-term strategy: Create other families in the neighborhood with Sims on the Fame career track. Develop their careers until they climb higher up the pecking order than your Sim, and then go back to your original character. Look out for celebrity neighbors who just happen to stroll by your door. If you respond quickly, you can greet them and then invite them inside for a snack. They may be cool to your advances at first, but after a while, they'll be draining your beverage bar and soaking in your hot tub; and most importantly, pumping up your Friends' Total Starpower.*

## Checking the Tabloid



When you achieve three-and-a-half stars, regularly check the "Who's Hot in Studio Town?" list in the tabloid to see where you should direct your social efforts. It also gives you a preview of who's on the way up—and who could drop off the list.

## Fan Relationships



With all the pressures of establishing Famous Friendships, you can easily overlook the loyal fans who flock to Studio Town just to get a glimpse of you climbing out of the limo. You can achieve Superstardom without being respectful to your fans, but at what price? If you fail to pay the slightest attention to the "other people" at Studio Town, you run the risk of being perpetually harassed by the Obsessed Fan (see "The Price of Fame" section for more

information). You only need a total of 126 Relationship points with your entire fan base to keep the Obsessed Fan away, so it pays to sign a few autographs and shake a few hands on the way to the top.



Fans wander all over Studio Town, and during the early stages of your Fame career, they hardly notice you. But after you achieve two-and-a-half stars, everything changes. While you talk to another celebrity, you may notice a fan jumping up and down, hoping for an autograph. You'll see your Sim's face in their thought bubbles, and in short order, your activity queue will be filled with requests. Remember, all it takes is a little time to keep the Obsessed Fan from coming out of his hole.



# CHAPTER 13: LIGHTS, CAMERA, ACTION!

## Introduction

Up until now, we reviewed the most critical ingredients of the Fame career path. However, your life as a celebrity has many aspects, and the best way to experience them is to tag along with our Sims as they work up the Studio Town Hot List. The following sections take you through a typical *Sims Superstar* career, from Nobody all the way to Superstar.

## Our First Trip to Studio Town



picture when you're a Nobody, unless you have high Body or Creativity skills. Later we'll look for a well-known star and stage a juicy Publicity Stunt.

There's nothing like holding up the studio tram for a goofy picture. It's fun to entice the Paparazzo to use his camera, but he doesn't give you a lot of Fame. At the lower levels, every little bit helps. It will be difficult to get him to take your



After taking the cab to Studio Town, we pick the Midlock Multiplex for our musical debut on the Karaoke Stage. Having Creativity skills is essential for getting good reviews. The first attempt behind the microphone is a disaster, so we prime the crowd before our second set. After a little hand-shaking and idle chatter, we receive a smattering of applause from our audience of one. Hey, it's a start.



After figuring out the value of working the crowd, our next performance is a smash success. They like me; they really like me! At the Karaoke Stage, tips multiply by the number of happy listeners, so the bigger the crowd,

the bigger the paycheck. Most of the crowd is dressed casually, but we spot a couple of High-Fashion Outfits, which usually means celebrities. And that voluptuous blonde in the pink dress; isn't that...?

## CAUTION

*Negative reviews at the Open Microphone and Karaoke Stage do not affect your Sim's Fame points. However, as you advance through the Fame track, too many failed performances can put your Sim at risk for a Nervous Breakdown.*



After the performance, we single out a celebrity type for our first Famous Friend. We decide to latch onto this poor lady for as long as we can stand up—or at least until she walks away in disgust. Our Motives are

getting low, but we have just enough for one more round of Karaoke.



After a few good sets on the Karaoke Stage, we receive our first promotion to a half star, or what is commonly referred to in Studio Town as a Stepping Stone.



Back at the home front, we spend a little time with our spouse, who has been neglected since beginning the Fame track. A little swing dancing keeps our Sim's Social Motive high. After a good night's sleep,

hot meal, and a shower, we'll try our hand at the Photo Shoot: Print Ad.

## NOTE

*Just a reminder: Fame points are not visible in the game. This is an internal system of tracking your Sim's progress through the Fame career. See the "Almost Famous" chapter for a detailed explanation of how Fame points work, including a table with values for each level.*

## The Camera Loves You (You Hope!)



On the way to the Photo Shoot, we run into a famous recording star. Our current Fame status is Stepping Stone, so we are certainly not beneath asking for an autograph. Amazingly, we even have a fan of our own! This is a good opportunity to build the collective fan Relationship score in the hopes of discouraging the Obsessed Fan from showing his greasy face.





It's time for our first Photo Shoot: Print Ad, but first we must change out of our pajamas. On our next visit, do this at home to save precious time (and Motives).



After a few positive reviews at the Photo Shoot and some more schmoozing with the local celebrities, we take a cab back home to celebrate our latest promotion to one star: Insider. That High-Fashion Outfit feels so good, we keep it on for a quick game of billiards before turning in for the night.

## Jingle All the Way



Our first attempt at recording a Jingle is uninspiring, but after a second spin in the booth, the director is encouraged. After a few more sessions in the booth, Chris nails it. Our Sim's Mood affects her success in the Recording Booth, so we decide to leave Studio Town early for some rest and socializing at home. We don't need Famous Friends until we reach two stars, but it's never too early to build Relationships.



## The Cameras Finally Roll!



After earning one-and-a-half stars, you can call our Sim a Name Dropper. Finally, we can leave the world of Karaoke, Photo Shoots, and Jingles behind and move up to the bright lights of television, with a bona fide TV Set: Commercial. When

our Charisma (3), Body (2), and Creativity (3) skills are sufficient for the next promotion, we send our Sim off in a black limo (no more carpool, thank you!) to KWLW Studios, where we film a commercial on the Soap Opera Set. One day we'll come back here as a big-time star!

**TIP**

You don't find a shower at KWLW Studios, but don't forget to boost your low Hygiene Motive by repeatedly washing your hands.

## Looking Good Is Not Enough



After achieving two stars, our Studio Fly sets off to Buckingham Galleries for the first job as a highly paid model. We don't have enough experience for the Fashion Runway, but we can finally do more than just stand around and look pretty. As a Photo Shoot: Model, select a sequence of three styles that places our outfit in the best possible light.



The photographer tells us in no uncertain terms that our first attempt was off the mark. Fortunately, we have three tries to get it right; although the longer it takes, the less we get paid, both in simoleans and Fame points. It takes three tries, but we finally nail it, and the photographer reluctantly offers praise for our efforts. It takes at least three successful Photo Shoots to earn our promotion to two-and-a-half stars, at which time we earn the right to be called a complete Sellout!

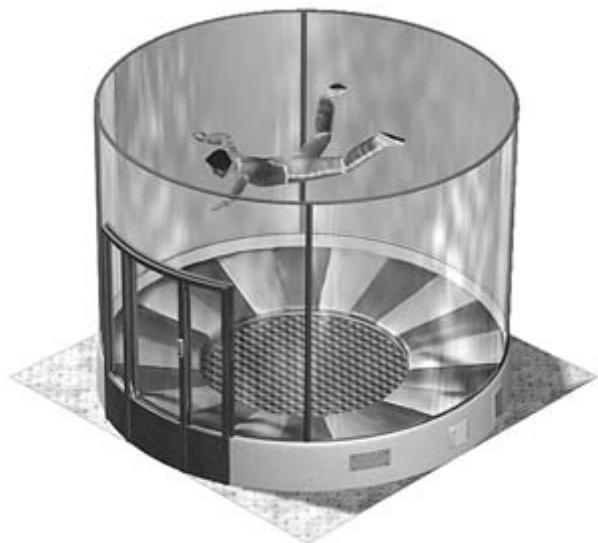


## We're Halfway There



After earning two-and-a-half stars, it's off to the Soap Opera Set for our first dramatic role. We are just one promotion away from existing in the upper half of all celebrities in Studio City. Along with this notoriety comes a new responsibility

to pay attention to our fans regularly. At two-and-a-half stars, the game checks fan Relationships every hour, and if we don't have a total of at least 126 Relationship points, the Obsessed Fan rears his ugly head.



From the Photo Shoot to the Soap Opera Set, the Famous Friends requirement jumps from two to four, so we do a little schmoozing before stepping onto the set. A visit to the spa at Studio Town Center is just the ticket. The baths are full of celebrities, and there's nothing like a tub full of mud to lighten up the atmosphere. Unfortunately, our Sim suffers a bit of a social setback when he tries to smooch a big-time star. I guess she didn't soak long enough.

We make a concerted effort to find more traditional ways to make friends, such as the dining table at a studio cafeteria. After eating and talking our fill, we corner the unhappy recipient of our last kiss near the poster kiosks and line her up with a bunch of social interactions. She seems receptive, but we can't forget the fan waiting patiently in the background for a moment of our valuable, yet superficial time.



It's time to take our place among the Studio City immortals. The first scene on the Soap Opera Set goes well. We need three takes to get it right, but it's a start, and our Fame points are on the rise.

### Why Me?



I guess we should have paid more attention to those autograph seekers. Just as we wrap the Soap Opera scene, the Obsessed Fan drops in to visit. We head for the phone booth, stopping just long enough to enlist Lana's help in getting rid of the Obsessed Fan, so we can sign a few autographs in peace.





The Obsessed Fan is like a bad penny. Fortunately, berating works (a rare occurrence), and he leaves long enough for us to invite a guest for dinner. But we know he'll come back, and most likely, the berating tactic will not work.

Even our garbage isn't safe.

As bad as the Obsessed Fan is, he really can't derail your career. We decide to put up with him for now and concentrate on today's lines. We nail the scene, and the SimCity Talent Agency informs us of a promotion to three stars. It's time to cut a record!

## CAUTION

*Before entering the Soap Opera Set (or any other Fame object that requires a series of decisions), make sure to set your game speed setting to normal. At the higher speeds, you can easily miss the director's response to each of the three scenes.*

## Why Don't They Love Me Anymore?



As we scratch and claw our way up the ladder of Fame, we painfully realize that our success often depends on the success of our Famous Friends. It seems that two of our nearest and dearest fell out of favor with the decision-makers at Studio Town, and they fell off the "Who's Hot in Studio Town?" list, along with our Sim. This is a good reminder to expand our social circle so we can better absorb these bumps in the road to Fame. We head to Cameron's Lounge,

where the joint is always jumpin'. In no time, we have our eyes on a new friend, and the early conversation goes as smooth as silk.



There is plenty to do at Cameron's. After our new Famous Friend leaves the lot, we meet a fan and shoot some darts until it's time to drag our exhausted Sim to the phone booth to call the limo.



It's all good. We receive a call that our star is truly on the rise and that everyone is clamoring to get next to our famous Sim. This is one of several chance cards that periodically come up, and fortunately, this one is positive. All our Famous Friends' Relationships receive a small, but welcome boost.



We pause at our old Karaoke hangout to sign a few autographs. Remember that famous recording artist? Sorry; we have no time for her now.

## Laying Down Some Tracks



After restoring our Famous Friends to seven (the minimum for our next promotion), we step into the booth to record our album. The producer loves our style, and we pick three perfect choices for our first session. Our Sim receives a handsome bonus for hitting it on the first try. Even the Obsessed Fan can't spoil the moment!



As career demands take their toll on our free time, we decide to bite the bullet and hire a Butler for a lofty \$500 a day. The good fellow pays immediate dividends during a social gathering by the pool when he confronts the Obsessed Fan.



We decide to take a day off from our busy schedule to seek out new friends. Our first stop is Cameron's Lounge, where everyone seems to be in a good mood. As our Sim gets tired, we call for the limo and head over to the Studio Town Center for some spa schmoozing. Once again, we are too busy (and too steamy) to pay attention to the local rock star.



## Walk This Way



After mastering the Recording Booth a few more times, we sachet over to the Fashion Runway for our first experience in the pressure-packed world of high-fashion modeling. At three-and-a-half stars, our Sim is a Player now, and the stakes are considerably higher. The Fashion Runway is the first of three Fame objects that provide only two opportunities to guess the three-part sequence. Some luck is involved here, so gear up for a long learning curve. The early reviews are not favorable, as the resident designer waves his fan in disgust.

Our second tour down the runway begins where we left off—in the toilet. But in time, we get the hang of it, and before long our designer is frolicking behind the glass.

## NOTE

*Watch the designer when your Sim steps onto the runway. If he or she crouches behind the glass to get a better look, your choice of clothing is perfect. However, if the designer remains standing for the first couple of seconds, the news isn't good.*



After several successful Fashion Runway sessions, we finally qualify for a promotion. Next up for our new four-star Talk of the Town is a Music Video.



## Dance Fever



Like the Fashion Runway, we have only two tries to guess the sequence for our first Music Video. But the director is waving her hands with glee, so we must be doing something right.



Despite our early success, we settle in for the long haul. We must practically double our Fame points to earn the next promotion to four-and-a-half stars and unlock the final Fame object—the Movie Set.



## Ready for Your Close-Up, Mr. Sim?



This is it, the final step to Superstar. At four-and-a-half stars, our celebrity is ready to make the final jump. We can choose "Death Scene" or "Fight Scene." We've been pumping a little iron lately, so our Sim opts for the action. With swords flashing, give the director something to cheer about.



The Death Scene is almost too emotional to watch, except for the Obsessed Fan, who thinks we're doing a comedy. With tears flowing, we make a believer out of the director.

The last step to Superstar takes time, and there's simply no way to rush the process. You must work hard on the Movie Set, building your Fame points, while maintaining 18 combined Famous Friends Starpower. While you make that long, hard, climb, enjoy the fruits of your labor. As a celebrity, you earn a whopping \$750 per successful performance (more, if you pick the right sequence on the first try). Now you can afford some of life's little pleasures, such as a backyard Scuba Tank and Oxygen Bar.

### TIP

*If you need money after unlocking the Movie Set, go back to the Fashion Runway. You'll earn less Fame, but more money than you did before. The Music Video Set is another good alternative: Less money than the Fashion Runway, but more Fame.*



# CHAPTER 14: NEW OBJECTS

## Introduction

*Sims Superstar* includes over 120 new objects available in Buy and Build Modes when you occupy a house. In this section, objects are arranged by category as they appear on the Buy Mode menus (Seating, Surfaces, Decorative, and so on), with pictures, prices, and ratings (if applicable). The Efficiency Value (1–10) indicates how well an item satisfies its related Motive, with a higher number rating more for your Sims.

### NOTE

*"Studio Town Only," later in this section, includes objects available only when you are on a Community Lot in Studio Town.*

## SUPERSTAR Objects

### Seating

#### Dining Chairs

#### Caveat Emptor Folding Chair



Cost: §125

Motive: Comfort (2)

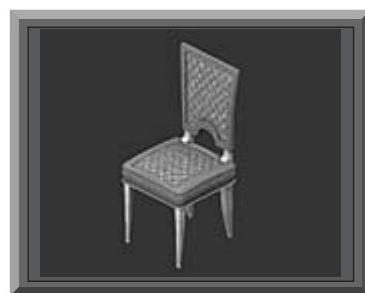
#### Wool/Fiberglass/Chromalume Chair



Cost: §235

Motive: Comfort (3)

#### Liberty's Choice Dining Chair



Cost: §335

Motive: Comfort (3)

#### Chrome Dive Bar Chair



Cost: §500

Motives: Comfort (4),  
Room (1)

### Lounge Chairs

#### Square Peg Easy Chair



Cost: §629

Motive: Comfort (7)

#### Simply Modern Leather Chair



Cost: §1,702

Motives: Comfort (9),  
Room (2)

### Sofas

#### Limited Edition Sternwood Boxer Cordelan Sofa



Cost: §649

Motives: Comfort (7),  
Energy (4)

#### Velvetian Loveseat



Cost: §1,511

Motives: Comfort (7),  
Energy (5), Room (4)

#### Vinyl-Hide Retro Sofa



Cost: §2,349

Motives: Comfort (10),  
Energy (5), Room (4)

### Other

#### Red Canvas Director's Chair



Cost: §68

Motive: Comfort (2)

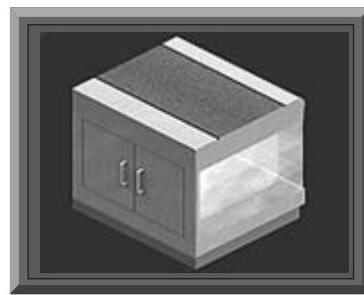
### Decadent Theater Chairs



Cost: §253

Motive: Comfort (4)

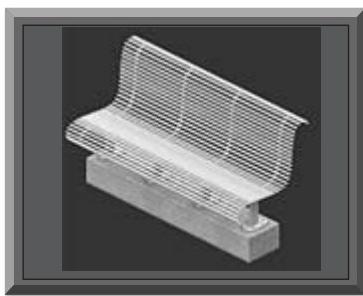
### Neophilic Boutique Counter



Cost: §767

Motive: —

### Outdoors Bench



Cost: §275

Motive: Comfort (2)

### Tables

#### Semi-Seedy Lounge Table



Cost: §215

Motive: —

### Surfaces

#### Counters

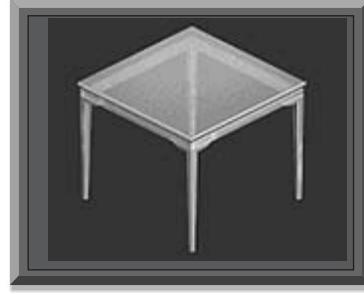
##### White Tile Fantasy Spa Counter



Cost: §299

Motive: —

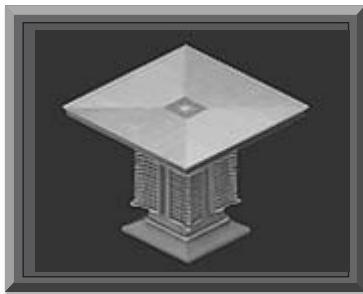
#### Design by Committee Dining Table



Cost: §289

Motive: Room (1)

### Everwarm Dining Table



Cost: §389

Motive: Room (1)

### End Tables

#### Real Roadie's Titanium Tortoise Cases



Cost: §60

Motive: —

### Decorative Wood Block Table



Cost: §189

Motive: Room (1)

### Neo-Contemporary Modern End Table



Cost: §449

Motive: Room (2)

### Other

#### Cabinet Noir



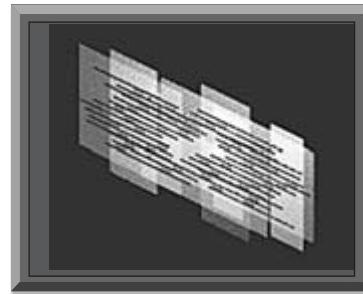
Cost: §2,199

Motive: Room (4)

### Decorative

#### Paintings

#### “Measure of Ones and Zeroes” Wall Sculpture



Cost: §850

Motive: Room (3)

**"As Scene in Toaster Rockets" Matte Print**

Cost: §250

Motive: Room (2)

**"The Face of Deco" Canvas Original**

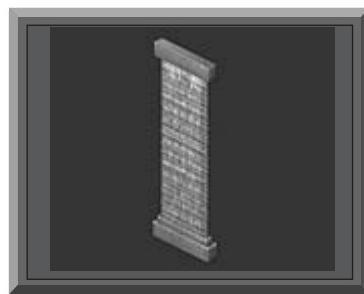
Cost: §2,699

Motive: Room (7)

**Motivational Pilaster**

Cost: §588

Motive: Room (2)

**Cascading Corporate Water Wall**

Cost: §4,700

Motive: Room (8)

**Archetype of Design**

Cost: §900

Motive: Room (3)

**The Modern Day Phoenix**

Cost: §9,099

Motive: Room (9)

## Sculptures

### Seams Fine Dummy



Cost: §65

Motive: Room (1)

### The Kraken of the Midnight Sea



Cost: §169

Motive: Room (1)

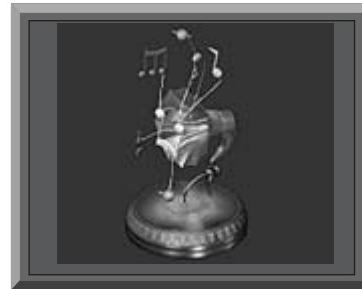
### Impossible Image Design Doll



Cost: §313

Motive: Room (1)

### Notes in Motion



Cost: §937

Motive: Room (3)

### Sacrifice of the Euphrytian Maidens



Cost: §2,555

Motive: Room (5)

### Bronze Likeness of Jerry Martin



Cost: §11,111

Motive: Room (10)

**"Knight's War" Statue in Marble**

Cost: §16,000

Motive: Room (10)

**"The Peace of Fashion" Marble Statue**

Cost: §16,019

Motive: Room (10)

**Rugs****SimSafari Trophy Rug**

Cost: §6,600

Motive: Room (7)

**Zythrus Morphos Area Rug**

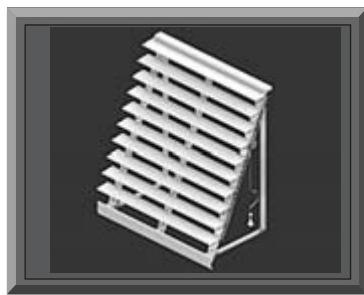
Cost: §11,000

Motive: Room (9)

**Plants****Ginormous Potted Palm**

Cost: §300

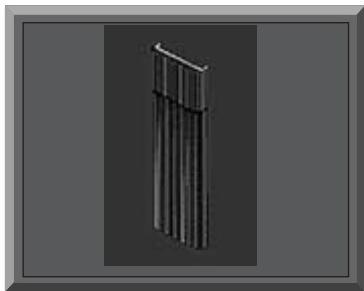
Motive: Room (3)

**Other****Sub-Lumen Discretion Awning**

Cost: §65

Motive: Room (1)

### Glory in Red



Cost: §139

Motive: —

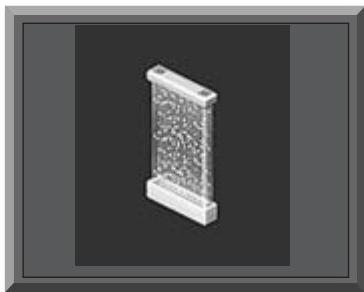
### TrueLife Photographic Camera



Cost: §899

Motive: —

### Strangled Ebullience Wall



Cost: §215

Motive: Room (2)

### "Over Time" Gold Album



Cost: §3,500

Motive: Room (7)

### Mill Stream Accu-Clock



Cost: §335

Motive: Room (2)

### Platinum Album Keepsake



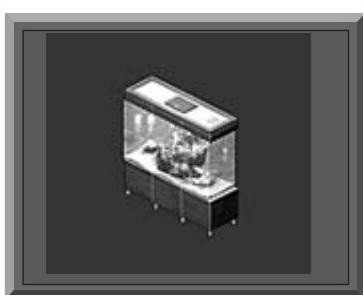
Cost: §5,499

Motive: Room (8)

**"Epith y Oraia Eleny" in White Marble**

Cost: §4,000

Motive: Room (6)

**Aqua-Rich-i-um**

Cost: §4,999

Motive: Room (8)

**Petra Pietra Memorial Fountain**

Cost: §13,399

Motives: Fun (2), Room (9)

**Electronics****Video****Wall-Mounted TV**

Cost: §7,999

Motives: Fun (8), Room (4)

Notes: Group activity

**Audio****Tall Reference 300 Loudspeaker**

Cost: §229

Motive: Room (2)

**Musicphile Giga-Fi Stereo**

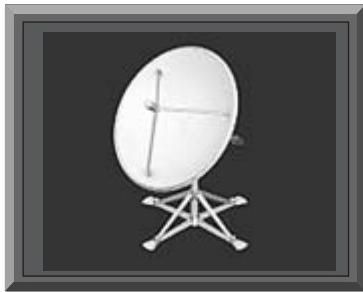
Cost: §1,672

Motives: Fun (5), Room (2)

Notes: Group activity

## Other

### DSTS Digital Satellite



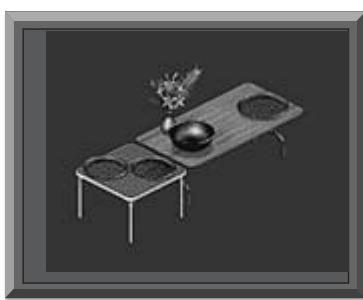
Cost: §3,999

Motive: —

## Appliances

### Other

### Uncle Roger's Culinary Offerings



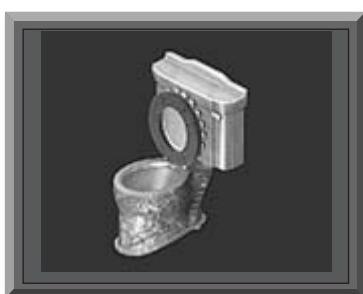
Cost: §99

Motive: Hunger (4)

## Plumbing

### Toilets

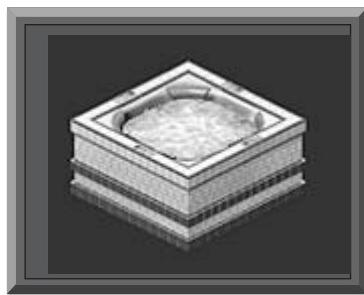
### Toilet of Gold Replica



Cost: §2,499

Motives: Comfort (2),  
Bladder (8), Room (4)

### Jewel in the Crown Spa Tub



Cost: §9,999

Motives: Comfort (7),  
Hygiene (3), Fun (3)

Notes: Can only be used by adults; group activity

### Other

### WhisperSteam Personal Steamer

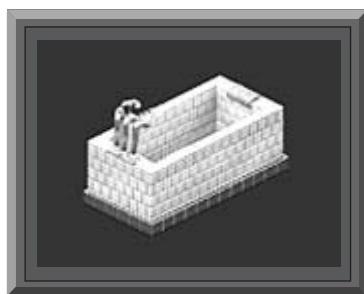


Cost: §2,336

Motives: Comfort (4),  
Hygiene (5)

Notes: Can only be used by adults

### Ponce de Leon Tub



Cost: §4,447

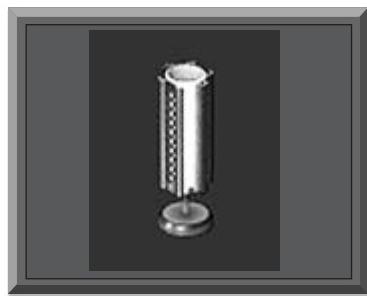
Motives: Comfort (7),  
Fun (2)

Notes: Can only be used by adults

## Lighting

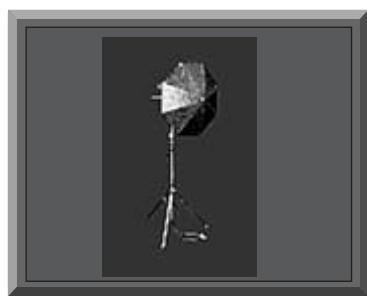
### Table Lamps

#### Light Beside You



#### Standing Lamps

#### Deluge Deflector Light Source



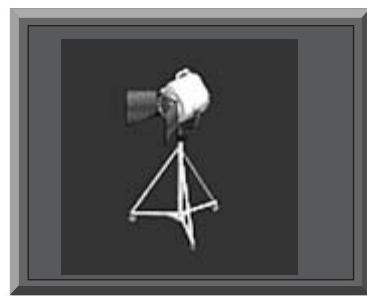
#### Lummox Lot #282a



Cost: §95

Motive: —

#### Sun Simulator Studio Light



Cost: §485

Motive: —

#### Barnstormer Studio Light



Cost: §535

Motive: —

#### Wall Lamps

#### Survivor Outdoor Light



Cost: §25

Motive: —

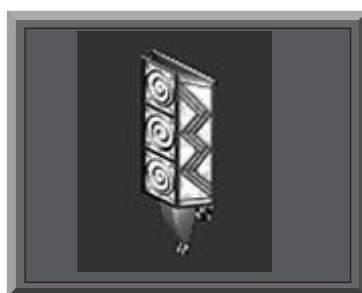
### World's Stage Exterior Wall Sconce



Cost: §55

Motive: —

### #5 Special with Volutes Wall Lamp



Cost: §345

Motive: Room (1)

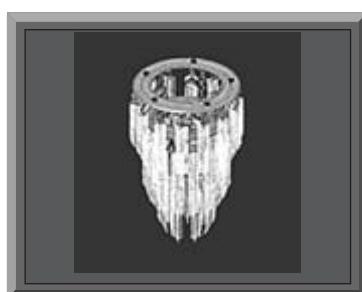
### The Claw of Lummox



Cost: §215

Motive: Room (1)

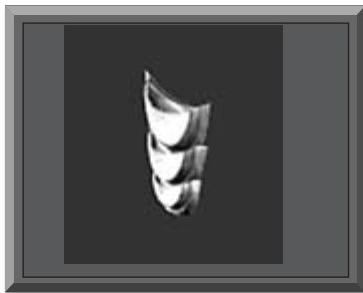
### Hanging Lamps McLeod's Chandelier of Loneliness



Cost: §629

Motive: Room (4)

### U-Topia Wall Sconce



Cost: §265

Motive: Room (1)

### Other Candle Expression in Red



Cost: §35

Motive: —

## Miscellaneous

### Recreation

#### Impruv U Pettegrew Massage Table



Cost: §236

Motive: —

#### Buccaneer's Delight Pool Table

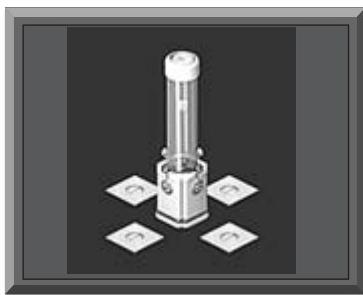


Cost: §6,888

Motives: Fun (7), Room (3)

Notes: Can only be used by adults; group activity

#### Energize! Oxygen Bar

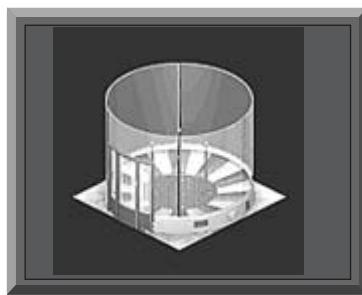


Cost: §8,000

Motives: Comfort (4),  
Fun (7)

Notes: Can only be used by adults; group activity

### Galileo's Free-for-All



Cost: §16,999

Motive: Fun (10)

### Aquatic Playhouse



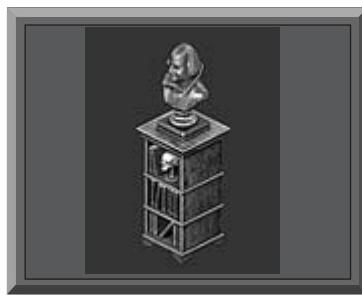
Cost: §19,999

Motives: Fun (10),  
Room (4)

Notes: Can only be used by adults

### Knowledge

#### The Face of Shakespeare



Cost: §2,339

Motives: Fun (3), Room (3)

Notes: + Charisma

## Creativity

### Pianomatic Absolute Sound Keyboard



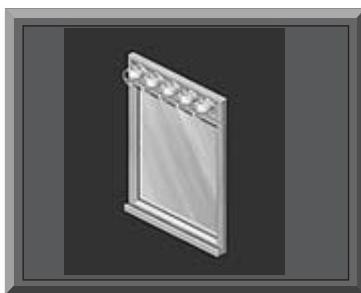
Cost: §4,481

Motive: Fun (4), Room (5)

Notes: + Creativity; group activity

## Wardrobe

### Mirror to the World

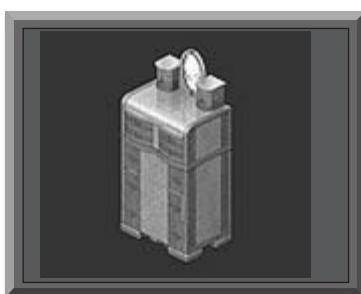


Cost: §399

Motive: Room (1)

Notes: + Charisma; can only be used by adults

## Sterling Dresser



Cost: §2,049

Motive: Room (3)

## Blue Steel Dresser



Cost: §3,099

Motive: Room (5)

## Other

### The Machine Workout Bench

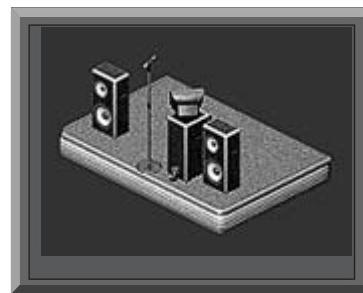


Cost: §2,099

Motive: Room (2)

Notes: + Body; can only be used by adults

### The Genius Loci Karaoke Stage



Cost: §4,413

Motive: Fun (6)

Notes: Group activity

## Build Mode

### Wall and Fence Tool

#### Neighbor Begone Privacy Fence



Cost: §175

Motive: —

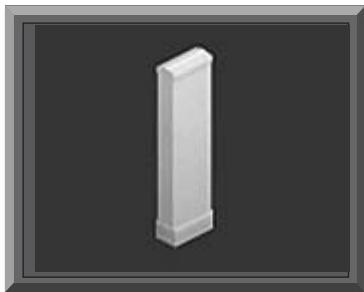
#### Arch à la Deco



Cost: §260

Motive: —

#### Studio Fence



Cost: §299

Motive: —

### Neo-Classic Infusion Column

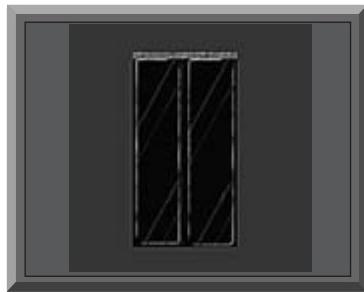


Cost: §349

Motive: —

### Wallpaper Tool

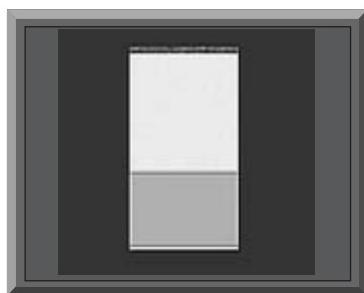
#### “High Fashion in Glass” Wall Paneling



Cost: §3

Motive: —

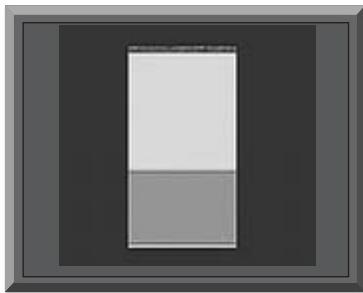
#### “Inert States” Wall Paneling



Cost: §3

Motive: —

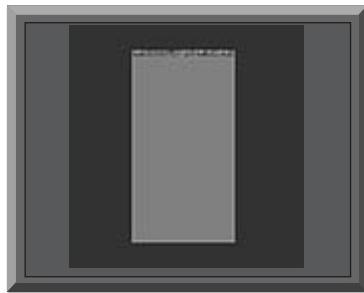
### “Sterile Style” Wall Treatment



Cost: §3

Motive: —

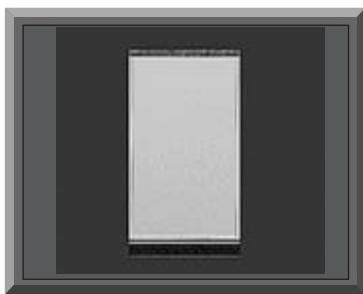
### Blue Screen Background



Cost: §4

Motive: —

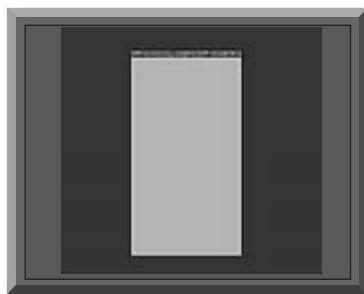
### “Dare” Wallpaper



Cost: §4

Motive: —

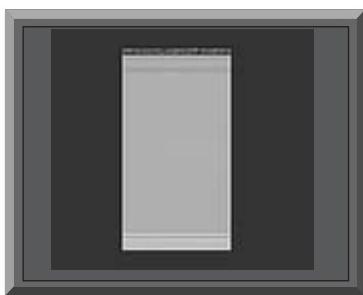
### Green Screen Background



Cost: §4

Motive: —

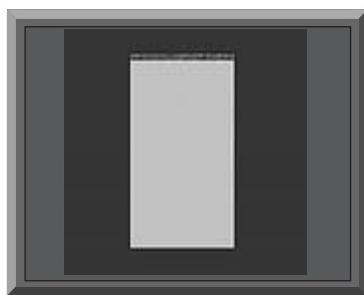
### “Warm Welcome” Wall Treatment



Cost: §4

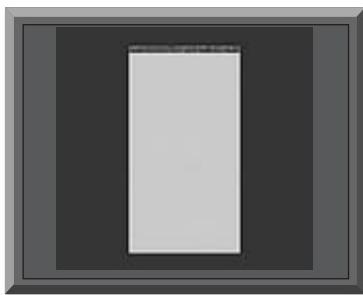
Motive: —

### “Darkest Irony” Wall Motif



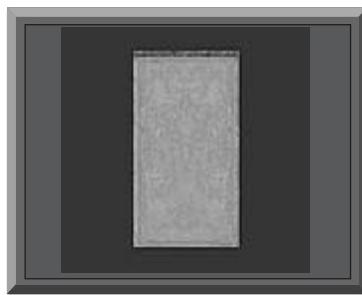
Cost: §5

Motive: —

**"Movie Mania" Wall Treatment**

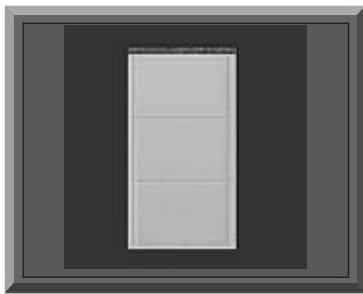
Cost: §5

Motive: —

**"Raw Function" Wall**

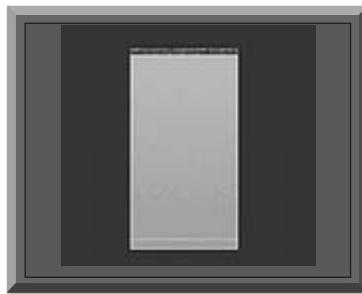
Cost: §6

Motive: —

**"The Fanciful Stone" Paneling**

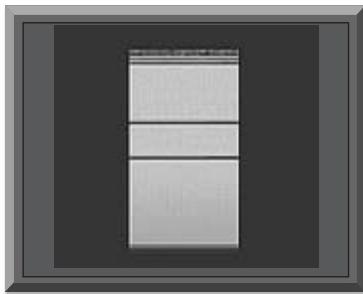
Cost: §5

Motive: —

**"Studio 237" Wall Treatment**

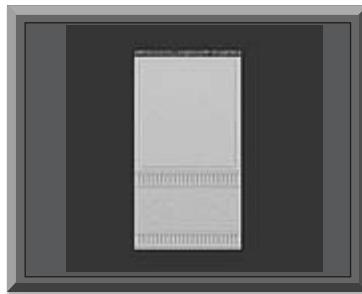
Cost: §6

Motive: —

**"Ornamental Strips on Cream" Wall**

Cost: §6

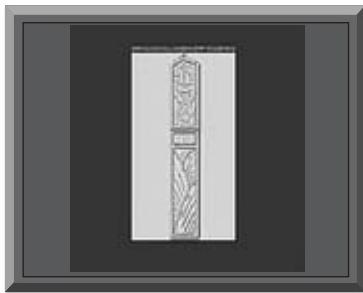
Motive: —

**Stone Treatment #43**

Cost: §6

Motive: —

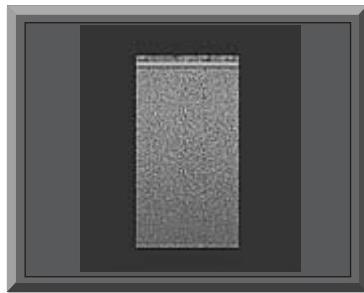
### Melancholy Paint



Cost: §7

Motive: —

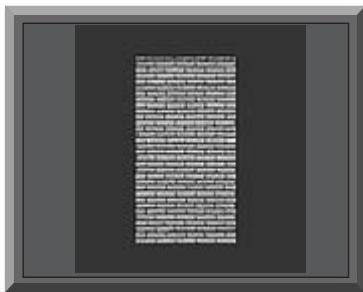
### Carpet Wall



Cost: §8

Motive: —

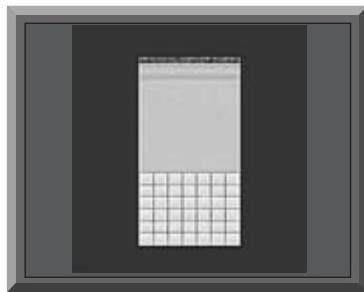
### Old Smooth Bricks



Cost: §7

Motive: —

### “The Paradigm” Wallpaper



Cost: §9

Motive: —

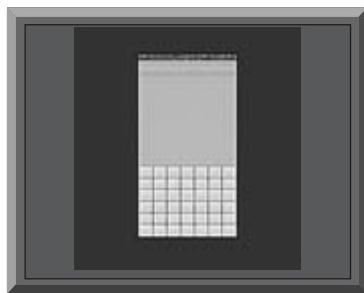
### “Blank Canvas” Tent



Cost: §8

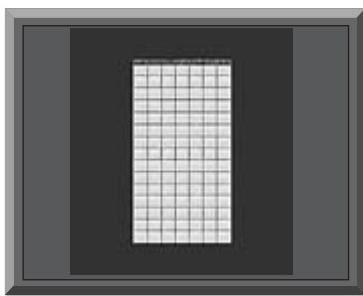
Motive: —

### DeLuxe Gold Fleck Tile



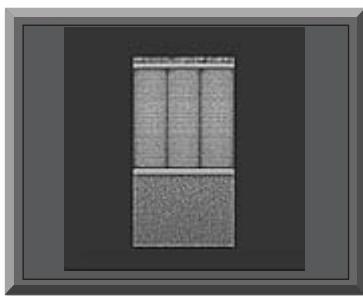
Cost: §9

Motive: —

**Sterilized White Tile**

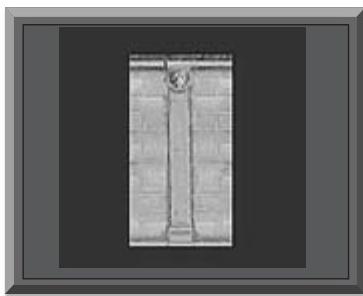
Cost: §9

Motive: —

**Quiet Room Wall Treatment**

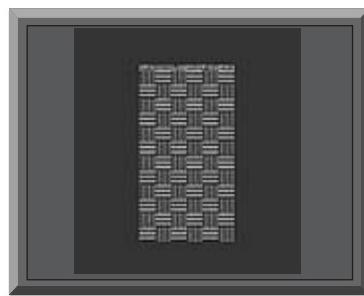
Cost: §10

Motive: —

**“Stacked Rock” Wall**

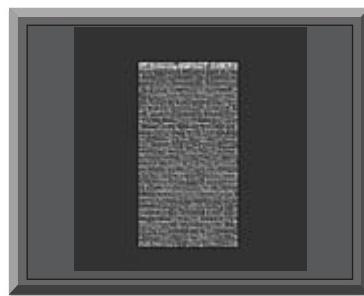
Cost: §11

Motive: —

**Sound-Proofing Wall Panel**

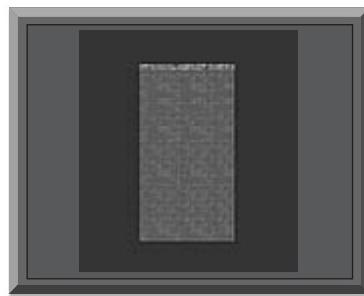
Cost: §11

Motive: —

**“Expressions in Brick” Wall Treatment**

Cost: §12

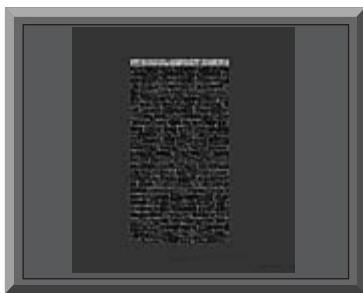
Motive: —

**“Unknowable” Brick Wall**

Cost: §12

Motive: —

## Black Paint



Cost: §12

Motive: —

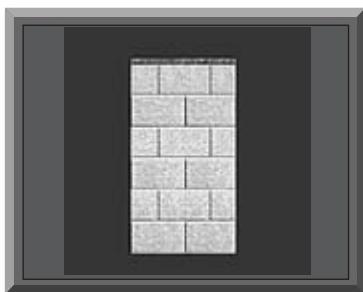
## Red Velvet Wall Treatment



Cost: §14

Motive: —

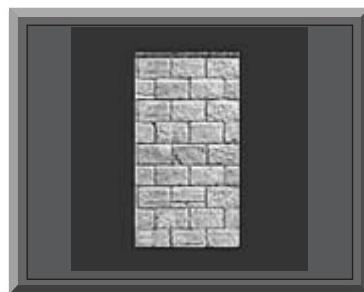
## “Marbleous” Wall Treatment



Cost: §13

Motive: —

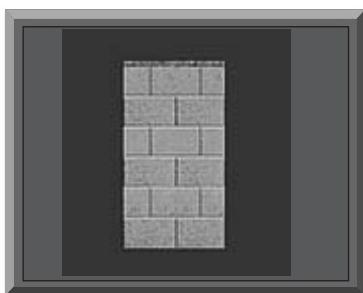
## Authentic Castle Wall



Cost: §15

Motive: —

## “Stony Front” Wall Treatment



Cost: §13

Motive: —

## Stair Tool Social Climber Stairs



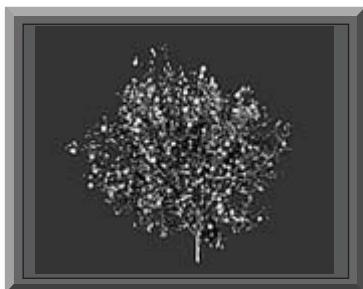
Cost: §3,799

Motive: —

**Plant Tool****Hedge Topiary Sectional**

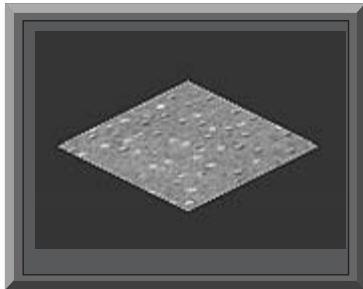
Cost: §190

Motive: —

**Citrus sinensis**

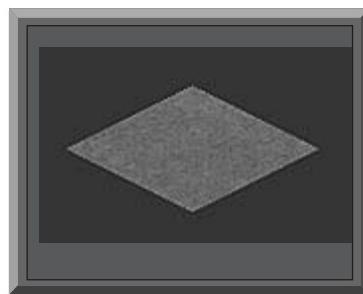
Cost: §310

Motive: —

**Floor Tool****“Cellulistic” Carpet**

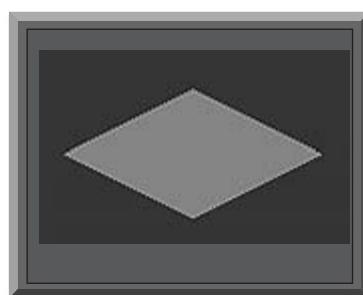
Cost: §3

Motive: —

**“Simply Carpet” Tile**

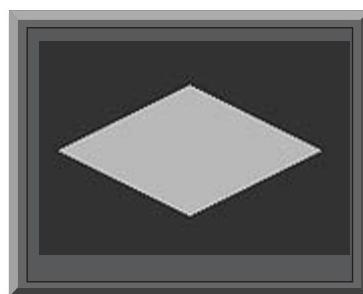
Cost: §4

Motive: —

**Blue Screen Tile**

Cost: §4

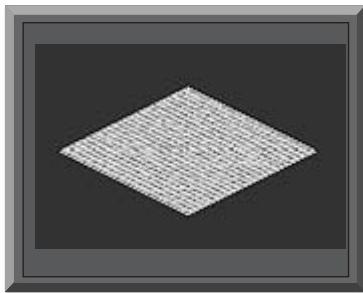
Motive: —

**Green Screen Tile**

Cost: §4

Motive: —

### “Heather’s Dream” Carpet



Cost: §5

Motive: —

### Decorative Pattern b22 Tile



Cost: §6

Motive: —

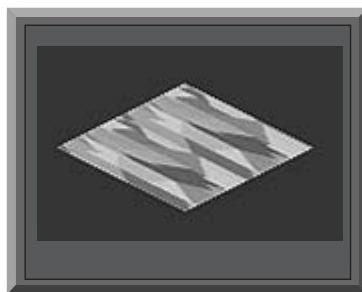
### “Workhorse” Black Linoleum



Cost: §5

Motive: —

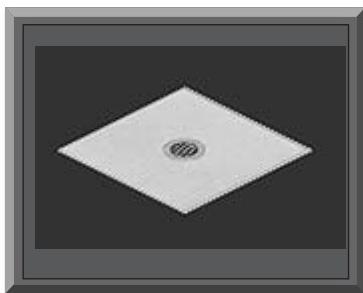
### Decorative Pattern a22 Tile



Cost: §6

Motive: —

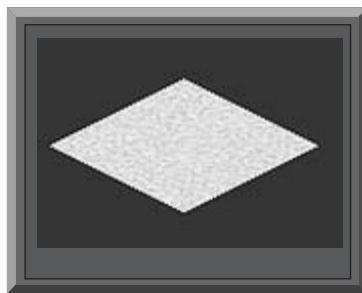
### Realistic Grate Prop



Cost: §6

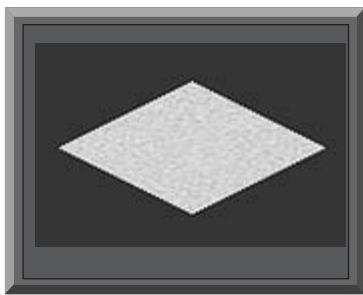
Motive: —

### “Platinum” Carpet



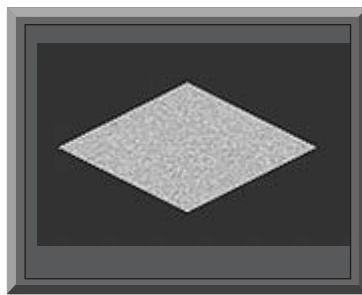
Cost: §6

Motive: —

**"Ostentation" Carpet**

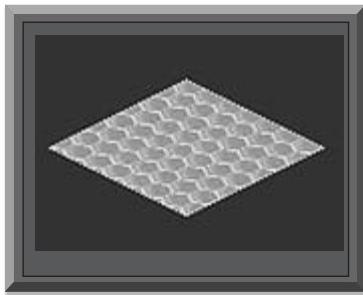
Cost: §6

Motive: —

**Audio Absorbing Floor Treatment**

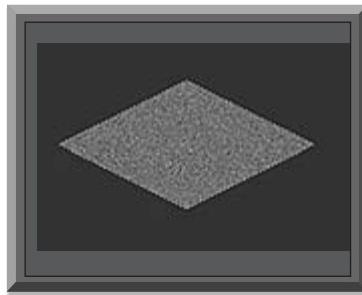
Cost: §7

Motive: —

**"Blue Sky" Ceramic Tile**

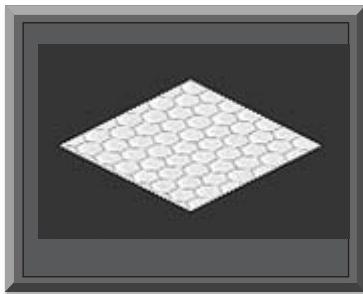
Cost: §7

Motive: —

**"Royal Red" Carpet**

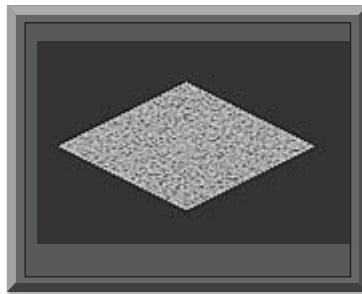
Cost: §8

Motive: —

**"Plain" White Tile**

Cost: §7

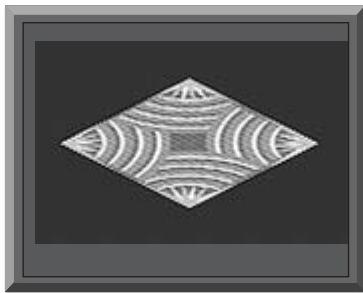
Motive: —

**"Purple Obsession" Carpet**

Cost: §8

Motive: —

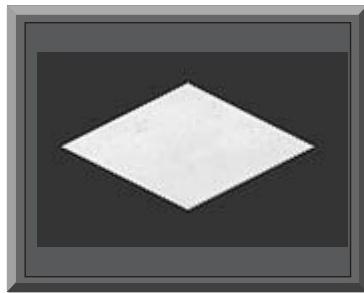
### “Advanced Ode to Geometry” Tile



Cost: §9

Motive: —

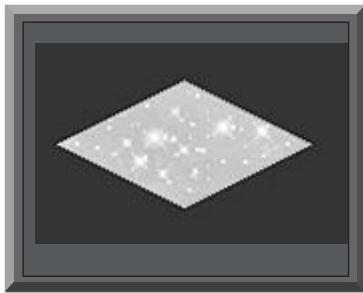
### Designer Core-Polished Corundum



Cost: §9

Motive: —

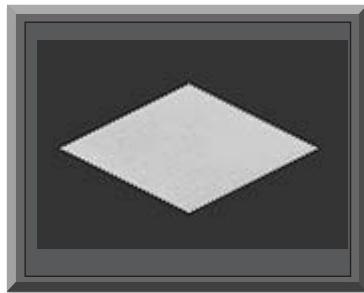
### “Cemented Shaped” Concrete



Cost: §9

Motive: —

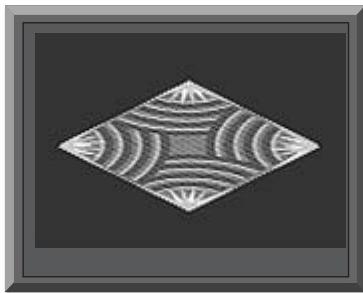
### Gray Tile



Cost: §9

Motive: —

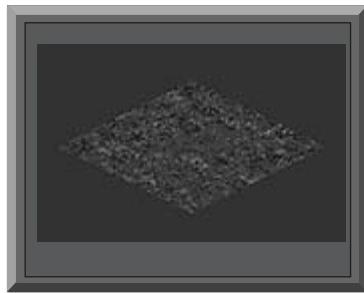
### “Ode to Geometry” Tile



Cost: §9

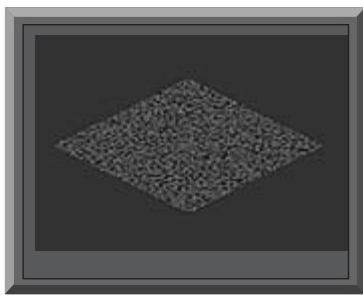
Motive: —

### Generic Concrete



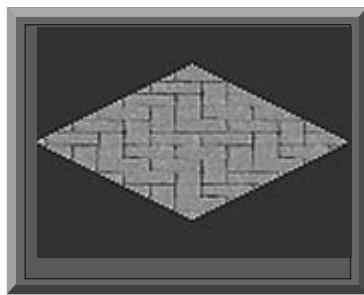
Cost: §10

Motive: —

**“Tsang’s Navy” Carpet**

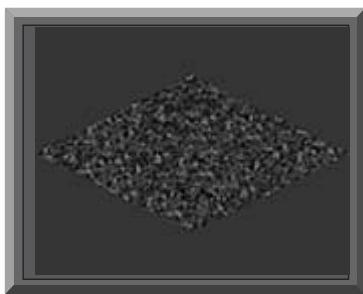
Cost: §10

Motive: —

**PermaStone Tumbled Paver**

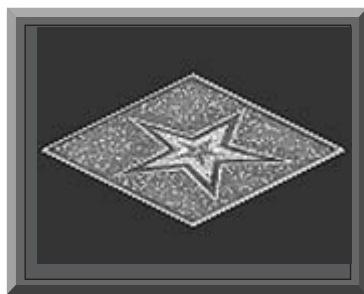
Cost: §11

Motive: —

**“Crimsonia” Carpet**

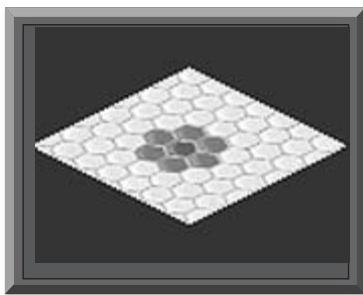
Cost: §10

Motive: —

**“Starry” Tile**

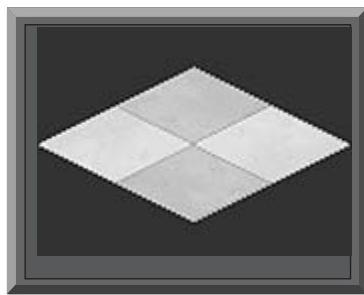
Cost: §12

Motive: —

**“Collage” Ceramic Tile**

Cost: §10

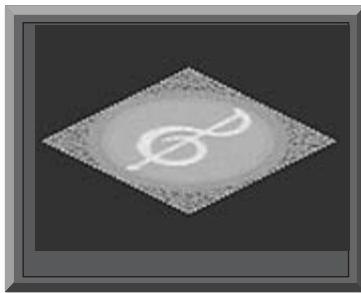
Motive: —

**Sanitary Linoleum**

Cost: §13

Motive: —

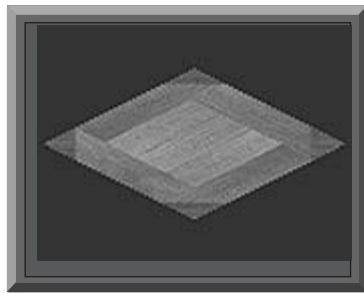
### “Inspiration” Tile



Cost: §13

Motive: —

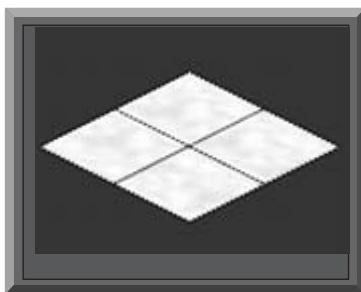
### “Organic” Wood Tile



Cost: §15

Motive: —

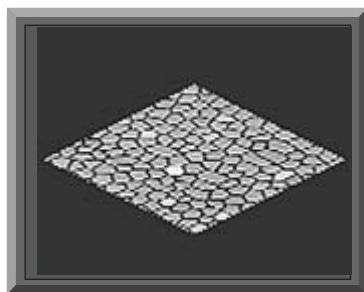
### Renaissance Smoothed Stone



Cost: §15

Motive: —

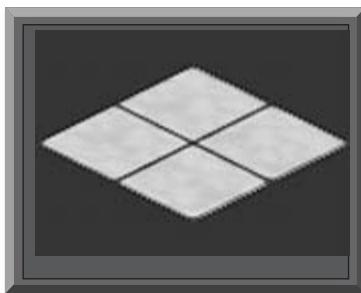
### ’06 Mosaic



Cost: §17

Motive: —

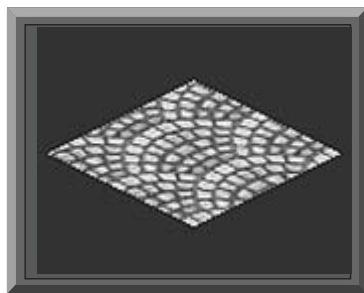
### Medieval Earthen Stone



Cost: §15

Motive: —

### Classic Cobblestone



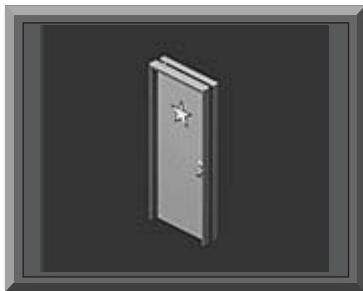
Cost: §21

Motive: —

**"The Cobble Star" Tile**

Cost: §22

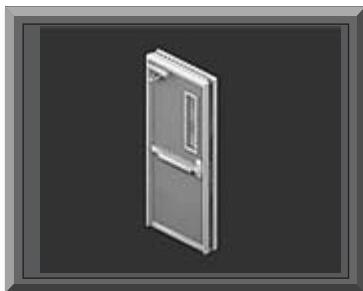
Motive: —

**Door Tool****Zeddy-Lock Celebrity Security Door**

Cost: §139

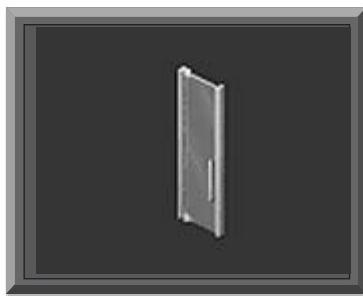
Motive: —

Notes: Restricts entrance to Sims with at least two stars

**Simply Modern Door**

Cost: §173

Motive: —

**Factitious Glass Door**

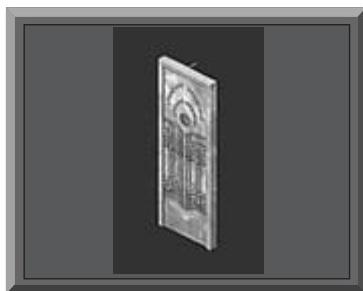
Cost: §277

Motive: —

**Doorless Arch**

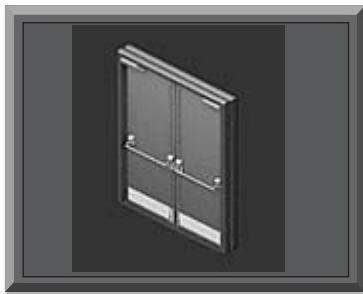
Cost: §349

Motive: —

**M&S Eulogy Door**

Cost: §381

Motive: —

**Touch-Spring Public Door**

Cost: §399

Motive: —

**Grand Entrance Double Door**

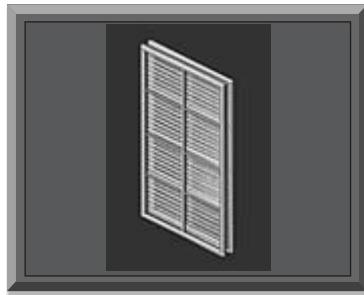
Cost: §699

Motive: —

**Relative Cycloid Door**

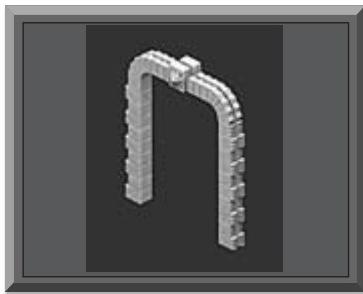
Cost: §522

Motive: —

**Windows****Barbizon Cascade Window**

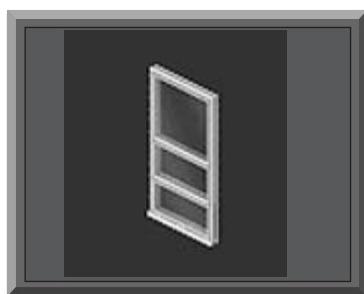
Cost: §73

Motive: —

**Lapis Lithos Tone Archway**

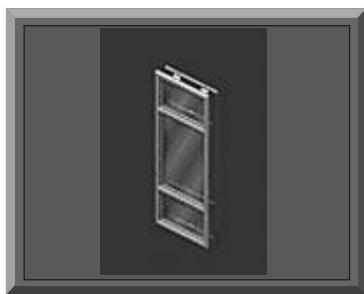
Cost: §599

Motive: —

**Window en Zen**

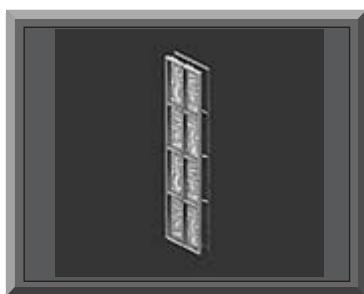
Cost: §115

Motive: —

**Dichotomizer Window**

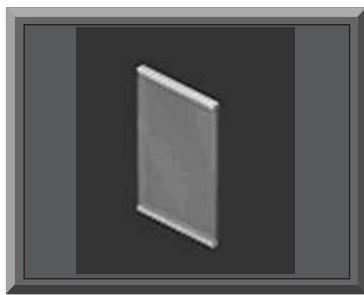
Cost: §160

Motive: —

**Solid Glass Window**

Cost: §335

Motive: —

**Designer Window**

Cost: §500

Motive: —

**Studio Town Only****Food****Decorative****"Two Men, a Woman, and One Monkey" Poster**

Cost: §35

Motive: —

**Sunday Night Fashion Match-up**

Cost: §69

Motive: Room (1)

**Blue Inca Pilot Live! Poster**

Cost: §111

Motive: Room (1)

### Betty Yeti Attacks! Movie Poster

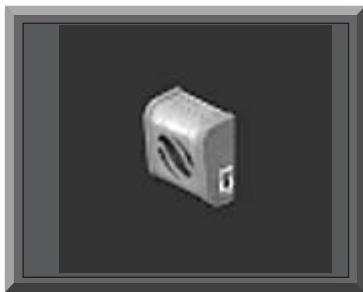


Cost: §159

Motive: Room (1)

### Electronics

#### Return of the Vacuum Tube



Cost: §499

Motive: —

### Appliances

#### Fruitally Perfect Smoothie Stand



Cost: §4,888

Motive: Hunger (3)

Notes: Can only be used by adults

### Sushi Yatai



Cost: §6,714

Motive: Hunger (5)

Notes: Can only be used by adults

### Shops

#### Electronics

#### Electronic Estimator Cash Register



Cost: §289

Motive: —

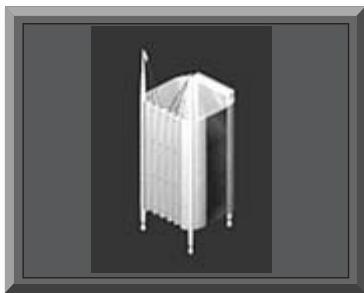
### Miscellaneous

#### Geometric Joy Waste Cube



Cost: §379

Motive: —

**Luxury Dressing Booth by Posh**

Cost: §699

Motive: —

**Bob's Haute Couture Rack**

Cost: §6,999

Motive: —

**Savoir Faire Poster Display**

Cost: §1,112

Motive: —

**Studio  
Decorative  
Digital Television Camera**

Cost: §1,549

Motive: —

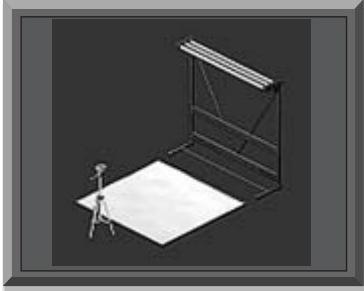
## 35 mm FOV Studio Camera



Cost: §2,229

Motive: —

## The Flawless Photo Shoot

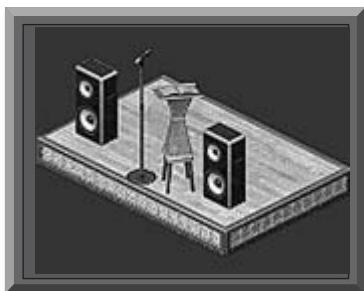


Cost: §5,999

Motive: —

## Miscellaneous

### Talent Potentiometer Open Mic Stage

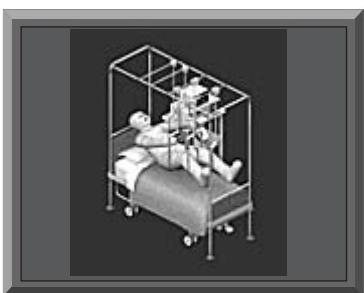


Cost: §1,015

Motive: —

Notes: Can only be used by adults; group activity

## ActionWorks Television Studio Hospital Set



Cost: §8,999

Motive: —

Notes: Can only be used by adults

### Mini Trailer for the Stars

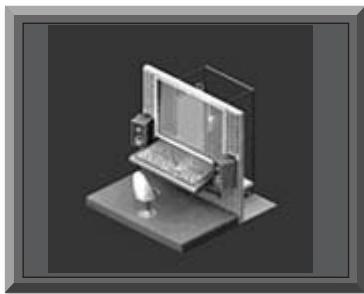


Cost: §10,000

Motives: Comfort (5),  
Bladder (6), Fun (3)

Notes: Can only be used by adults

### Cacophonator 16R5 Sound Enhancement Booth

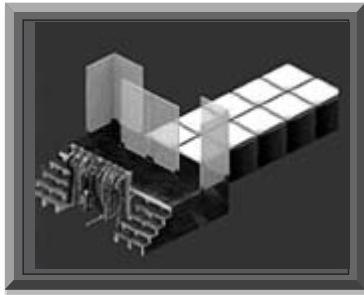


Cost: §12,999

Motive: —

Notes: Can only be used by adults

### The Walk of Fame

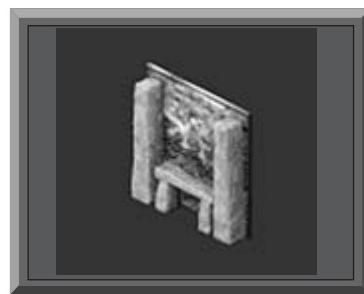


Cost: §17,999

Motive: —

Notes: Can only be used by adults

### The Music Video Generation Stage



Cost: §21,999

Motive: —

Notes: Can only be used by adults

### Director's Turf Sound Stage



Cost: §24,999

Motive: —

Notes: Can only be used by adults





# CHAPTER 15: INTERACTION TABLES



# Prima's Official Strategy Guide

## Introduction

The following tables contain relevant data for every interaction in *The Sims Superstar*, including Short Term and Long Term Relationships. The interactions are broken down into four sections: adult to adult, adult to child, child to adult, and child to child. Each section contains three tables. The first table describes the general requirements for a successful interaction, and the second lists the effects of all possible results of each interaction. The third lists the conditions that determine whether or not a specific interaction shows up as an option in your menus. Use these tables to gauge your chance of success with each interaction.

### Adult-to-Adult Interactions

#### Key

- > Greater than
- ≥ Greater than or equal to
- < Less than
- ≤ Less than or equal to

### Adult Interaction Success Requirements

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Ask	How Are You?	None	Mood ≥ -80
	How's Work?	None	Mood ≥ -30
	Invite Downtown	None	Energy ≥ 0, Daily ≥ -20
	Invite Home	None	Mood ≥ 40, Outgoing > 9
		None	Mood ≥ 40, Lifetime > 50
		None	Mood ≥ 40, Daily ≥ 55, Outgoing > 5
		None	Mood ≥ 40, Daily ≥ 70
	Let's Hang Out/Date	Hygiene > -10	Daily > 10
	Move In	None	Lifetime ≥ 60, Mood ≥ 45, Daily ≥ 85
	Propose	Different Genders	Love, Lifetime > 80, Daily > 75, Mood > 60
	What Are You Into?	None	Mood ≥ -30
Attack	Fight	Body ≥ Recipient's Body	None
	Shove	Body ≥ Recipient's Body +2	None
	Slap	Body > Recipient's Body	None
	Slap Fight	None	Daily ≥ 20, Mood ≥ 10, Playful ≥ 6
Brag	Boast	None	Daily between 0 and 25, Mood > 10
	Flex	None	Nice ≥ 9
		Body > Recipient's Body +5	None
		None	Daily ≥ 30
		None	Mood ≥ 25
	Primp	None	Daily ≥ 50
		None	Daily > 0, Outgoing > 6
		None	Daily > 0, Mood ≥ 35

**Adult Interaction Success Requirements, continued**

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Cheer Up	Comfort	None	Daily ≥ 65
		None	Daily > 55, Outgoing ≤ 3
	Encourage	None	Outgoing > 7
		None	Mood ≥ -25
	With Puppet	None	Playful > 7
		None	Nice ≥ 4, Mood ≥ -30
Compliment	Admire	None	Nice ≤ 3, Mood > 60
		None	Nice > 3, Daily > -25
		None	Nice > 3, Mood > 10
	Worship	None	Daily ≥ 20, Charisma ≥ 7
		None	Daily ≥ 20, Outgoing ≤ 3, Mood > 60
		None	Daily ≥ 20, Outgoing > 3, Nice > 4
		None	Daily ≥ 20, Outgoing > 3, Nice ≤ 3, Mood > 60
		None	
Dance	Lively	None	Daily > -10, Energy ≥ 10, Mood ≥ 0, Outgoing > 3
		None	Daily > -10, Energy ≥ 10, Mood ≥ 0, Outgoing ≤ 3, Mood > 40
		None	Daily > -10, Energy ≥ 10, Mood ≥ 0, Outgoing ≤ 3, Daily > 30
	Slow	Hygiene > 20	Energy > 10, Mood > 20, Daily > -10, Outgoing > 3
		Hygiene > 20	Energy > 10, Mood > 20, Daily > -10, Lifetime ≥ 35
		Hygiene > 20	Energy > 10, Mood > 40, Outgoing ≤ 3
		Hygiene > 20	Energy > 10, Mood > 20, Daily > 30, Lifetime ≥ 35



# Prima's Official Strategy Guide

## Adult Interaction Success Requirements, continued

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Entertain	Joke	None	Playful > 7
		None	Playful < 3, Daily > 30
		None	Playful ≥ 3, Mood > 50, Daily > 30
		None	Playful ≥ 3, Daily < -10
		None	Playful < 3, Mood > 50, Daily < -10
	With Puppet	Juggle	Playful > 7
		None	Playful ≥ 3, Daily > 20
		None	Playful < 3, Mood > 50, Daily > 20
		None	Nice < 4, Mood > 50
		None	Nice ≥ 3, Playful ≥ 7
Flirt	Check Out	None	Nice ≥ 3, Playful < 3, Mood > 50
		None	Mood ≥ -10, Outgoing ≥ 7
		None	Mood ≥ -10, Outgoing > 2, Mood > 40
		None	Mood ≥ -10, Outgoing > 2, Daily > 20
		None	Mood ≥ -10, Outgoing ≤ 2, Charisma ≥ 3
		None	Mood ≥ -10, Outgoing ≤ 2, Body ≥ 5
		None	Mood ≥ -10, Outgoing ≤ 2, Mood > 30
	Growl	None	Mood ≥ -10, Outgoing ≤ 2, Daily > 15
		None	Mood ≥ 20, Outgoing ≥ 9
		None	Mood < 20, Lifetime ≥ 30
Greet	Back Rub	None	Outgoing ≥ 4
		None	Mood > 50
		None	Daily > 25
	Sweet Talk	None	Mood > 20, Daily or Lifetime > 35
		None	Mood > 20, Outgoing ≥ 6
		None	Mood > 20, Daily > 30
	Wave	None	Daily or Lifetime ≥ 40
		None	Lifetime > -40
		None	Lifetime ≥ -20
	Air Kiss	None	Lifetime ≥ 20
	Kiss Cheek	None	Lifetime ≥ 20
	Hug	None	Lifetime > -20
	Romantic Kiss	None	Lifetime ≥ 50
	Suave Kiss	In Love	In Love
		None	Lifetime > 15

**Adult Interaction Success Requirements, continued**

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Hug	Friendly	Hygiene ≥ -40	Mood > 50
		Hygiene ≥ -40	Daily > 30
		Hygiene ≥ -40	Nice ≥ 2, Mood > 10
	Intimate	Hygiene ≥ -40	Nice ≥ 3, Daily > 20
		Hygiene ≥ -40	Nice < 3, Mood > 60
		Hygiene ≥ -40	Nice < 3, Daily or Lifetime > 30
		Hygiene ≥ -40	Nice or Playful ≥ 7
	Leap into Arms	Hygiene ≥ -40	Mood > 40
		Hygiene ≥ -40	Daily > 45
		Hygiene ≥ -40	Lifetime > 30
		Hygiene ≥ -40	Nice < 3, Mood > 60
		Hygiene ≥ -40	Nice < 3, Daily > 50
Insult	Romantic	Hygiene ≥ -40	Nice < 3, Lifetime > 40
		Hygiene ≥ -40	Nice ≥ 3, Daily > 30
		Hygiene ≥ -40	Nice ≥ 3, Lifetime > 35
		None	Nice ≥ 4, -30 < Mood < 0
		None	Nice ≥ 4, Mood > 0, Daily ≤ 20
	Poke	None	Nice < 4
		None	Nice ≥ 4, Mood ≤ 0
		None	Nice ≥ 4, Mood > 0, Daily < 20
		None	Mood > 0, Lifetime ≥ 10, Daily ≥ 20
		None	Mood > 0, Daily ≥ 20
Kiss	Peck	None	Daily ≥ 20, Lifetime > 10, Mood ≥ 25
		None	Mood > 0, Lifetime ≥ 15, Daily ≥ 30
		None	Crush
		None	Daily > 60, Mood > 40
		None	Lifetime > 60
	Romantic	None	Lifetime > 40, Daily ≥ 50, Mood ≥ 30
		None	Love, Mood ≥ 40
		None	Mood > 40
		None	Mood ≥ 0, Nice ≥ 7
		None	Mood > 40
Nag	About Friends	None	Mood ≥ 0, Nice ≥ 7
		None	Mood > 40
		None	Mood ≥ 0, Nice ≥ 7
	About House	None	Mood > 40
		None	Mood ≥ 0, Nice ≥ 7
		None	Mood > 40
About Money	About Money	None	Mood > 40
		None	Mood ≥ 0, Nice ≥ 7
		None	Mood > 40



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## Adult Interaction Success Requirements, continued

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Plead	Apologize	None	Mood > -5
	Grovel	None	Lifetime ≥ 25 Mood ≥ -15 Lifetime ≥ 25
Say Good-bye	Shoo	None	Daily ≤ 10
	Shake Hands	None	Daily ≥ 20 Lifetime ≥ 10
Say Hello	Wave	None	Daily or Lifetime ≤ 20
	Kiss Cheek	None	Daily ≥ 20 Lifetime ≥ 30
	Hug	None	Daily or Lifetime ≥ 30
	Kiss Hand	None	Nice ≤ 3, Daily ≥ 60
		None	Nice ≤ 3, Lifetime ≥ 50
		None	Nice > 3, Daily or Lifetime ≥ 40
	Polite Kiss	None	Outgoing ≥ 6, Daily ≥ 40 Outgoing ≥ 6, Lifetime ≥ 60
		None	Outgoing < 6, Daily or Lifetime ≥ 60
	Passionate Kiss	None	Outgoing ≥ 7, Daily ≥ 60 Outgoing ≥ 7, Lifetime ≥ 65
		None	Outgoing < 7, Daily ≥ 80 Outgoing < 7, Lifetime ≥ 65
Talk	About Interests	(Always Accepted)	None
	Change Subject	(Always Accepted)	None
	Gossip	None	Daily > 40
Tease	Imitate	None	Playful > 6, Mood > 50 Playful > 6, Mood < 0
		None	Daily ≥ -15, Lifetime > 50, Playful ≤ 6
	Taunt	None	Mood or Daily > -20
	Raspberry	None	Mood or Daily ≥ -20, Lifetime > 25
	Scare	None	Playful ≥ 5
		None	Mood > 25
Tickle	Ribs	None	Playful > 5
		None	Mood > 50
	Extreme	None	Playful > 5
		None	Mood > 50

**Adult Social Interaction Results**

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
<b>ATTACKS</b>				
Slap	Cry	0	0	3
	Slap Back	-10	-3	-7
Be Slapped	Cry	-20	-10	-17
	Slap Back	-15	-7	3
Sissy Fight	Cry	0	0	3
	Fight Back	-8	-2	-5
Be Sissy Fought	Cry	-16	-8	-13
	Fight Back	-13	-5	3
Shove	Cry	0	0	3
	Shove Back	-8	-2	-5
Be Shoved	Cry	-16	-8	-13
	Shove Back	-13	-5	3
<b>BRAGGING</b>				
Brag	Good	5	0	10
	Bad	-5	0	0
Be Bragged To	Good	3	0	5
	Bad	-5	0	0
<b>INSULTS</b>				
Insult	Cry	-6	-3	0
	Stoic	0	-1	3
	Angry	-10	-1	5
Be Insulted	Cry	-12	-5	-10
	Stoic	-8	0	-5
	Angry	-14	-2	-7
<b>TEASING</b>				
Taunt	Giggle	4	0	7
	Cry	0	0	3
Be Taunted	Giggle	4	0	7
	Cry	-10	0	-7



# Prima's Official Strategy Guide

## Adult Social Interaction Results, continued

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Imitate with Puppet	Giggle	4	0	7
	Cry	0	0	3
Be Imitated with Puppet	Giggle	4	0	7
	Cry	-10	0	-7
Scare	Laugh	5	0	10
	Angry	-5	0	0
Be Scared	Laugh	5	0	8
	Angry	-10	0	0

## TICKLING

Tickle	Laugh	8	0	10
	Refuse	-5	-1	0
Be Tickled	Laugh	5	0	10
	Refuse	-8	-2	0
Extreme Tickle	Laugh	8	0	10
	Refuse	-5	-1	0
Be Extreme Tickled	Laugh	5	0	10
	Refuse	-5	-1	0

## CHEERING

Motivate	Good	5	0	7
	Mild	0	0	5
	Bad	-3	0	0
Be Motivated	Good	10	0	10
	Mild	0	0	5
	Bad	-10	0	0
Cheer Up with Puppet	Good	5	0	7 (Sensitive: 6)
	Mild	0	0	5
	Bad	-3	0	0
Be Cheered Up with Puppet	Good	6	0	10
	Mild	0	0	5
	Bad	-10	0	0

**Adult Social Interaction Results, continued**

<b>INTERACTION</b>	<b>RESPONSE</b>	<b>DAILY RELATIONSHIP CHANGE</b>	<b>LIFETIME RELATIONSHIP CHANGE</b>	<b>SOCIAL SCORE CHANGE</b>
<b>COMPLIMENTS</b>				
Admire	Accept	4	1	5
	Reject	-10	-1	0
<b>Be Admired</b>				
	Accept	3	2	11
	Reject	-7	-2	0
<b>Worship</b>				
	Accept	3	1	5
	Reject	-15	-5	0
<b>Be Worshiped</b>				
	Accept	4	2	15
	Reject	-10	-4	0
<b>DANCING</b>				
Dance Lively	Accept	6	0	13
	Reject	-5	0	0
<b>Be Danced with Lively</b>				
	Accept	6	0	13
	Reject	-5	0	0
Dance Slow	Accept	8	2	15
	Reject	-10	-3	-4
<b>Be Danced with Slowly</b>				
	Accept	8	2	15
	Reject	-7	-2	0
<b>ENTERTAINING</b>				
Joke	Laugh	3	0	9
	Giggle	2	0	7
	Fail	-6	0	0
<b>Hear Joke</b>				
	Laugh	4	0	10
	Giggle	3	0	7
	Fail	-7	0	0
Juggle or Puppet	Laugh	3	0	7
	Fail	-10	0	0
<b>Watch Juggle</b>				
	Laugh	4	0	10
	Fail	-7	0	0
Watch Puppet	Laugh	4	0	13
	Fail	-7	0	0



# Prima's Official Strategy Guide

## Adult Social Interaction Results, continued

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
<b>FLIRTATION</b>				
Give Backrub	Accept	3	2	7
	Reject	-7	-2	0
Receive Backrub	Accept	5	3	10
	Reject	-10	-3	0
Give Suggestion	Accept	4	1	10
	Ignore	-5	0	0
	Reject	-5	-1	-10
Receive Suggestion	Accept	6	1	10
	Ignore	-3	0	0
	Reject	-7	-2	0
Check Out	Accept	5	2	10
	Ignore	-5	0	0
	Reject	-8	-1	-10
Be Checked Out	Accept	5	2	10
	Ignore	-3	0	0
	Reject	-10	-3	0
Growl	Accept	5	2	10
	Ignore	-5	0	0
	Reject	-8	-2	-10
Receive Growl	Accept	6	2	10
	Ignore	-3	0	0
	Reject	-10	-3	0
<b>GOOD-BYES</b>				
Shake Hand	Good	2	0	0
	Bad	-2	0	0
Have Hand Shaken	Good	2	0	0
	Bad	-2	0	0
Hug	Good	5	0	0
	Bad	-5	0	0
Be Hugged	Good	5	0	0
	Bad	-5	0	0

**Adult Social Interaction Results, continued**

INTERACTION	RESPONSE	DAILY	LIFETIME	SOCIAL
		RELATIONSHIP CHANGE	RELATIONSHIP CHANGE	SCORE CHANGE
Polite Kiss	Good	7	2	0
	Bad	-7	-3	0
Be Politely Kissed	Good	7	3	0
	Bad	-7	-2	0
Kiss Cheek	Good	3	0	0
	Bad	-3	0	0
Have Cheek Kissed	Good	3	0	0
	Bad	-3	0	0
Kiss Hand	Good	3	1	0
	Bad	-3	-3	0
Have Hand Kissed	Good	3	2	0
	Bad	-3	-2	0
Passionate Kiss	Good	10	5	0
	Bad	-10	-6	0
Be Passionately Kissed	Good	10	5	0
	Bad	-10	-6	0
Wave	Good	1	0	0
	Bad	-1	0	0
Be Waved To	Good	1	0	0
	Bad	-1	0	0
Shoo	Good	1	0	0
	Neutral	0	0	0
	Bad	0	0	0
Be Shooed	Good	1	0	0
	Neutral	0	0	0
	Bad	-3	0	0
<b>GREETINGS</b>				
Wave	Good	1	0	2
	Bad	-2	0	2
Shake Hand	Good	1	0	2
	Bad	-2	-2	0



# Prima's Official Strategy Guide

## Adult Social Interaction Results, continued

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Have Hand Shaken	Good	2	1	0
	Bad	-2	-2	0
Air Kiss	Good	2	0	3
	Bad	-4	0	-3
Be Air Kissed	Good	2	0	3
	Bad	-4	0	-3
Polite Kiss	Good	5	1	5
	Bad	-8	-2	-4
Be Politely Kissed	Good	5	5	1
	Bad	-6	-1	-3
Kiss Hand	Good	5	1	5
	Bad	-6	-2	-5
Have Hand Kissed	Good	5	1	10
	Bad	-6	-1	-3
Hug	Good	8	2	8
	Bad	-8	-2	-4
Be Hugged	Good	8	2	8
	Bad	-8	-1	-3
Romantic Kiss	Good	12	3	12
	Bad	-12	-2	-5
Be Romantically Kissed	Good	12	3	12
	Bad	-12	-2	-3
<b>HUGS</b>				
Friendly Hug	Accept	4	1	8
	Tentative	2	0	5
	Refuse	-5	-1	0
Receive Friendly Hug	Accept	5	1	8
	Tentative	4	0	5
	Refuse	-5	-1	0
Body Hug	Accept	5	2	10
	Tentative	5	0	7
	Refuse	-10	-3	0



## Adult Social Interaction Results, continued

INTERACTION	RESPONSE	DAILY	LIFETIME	SOCIAL
		RELATIONSHIP CHANGE	RELATIONSHIP CHANGE	SCORE CHANGE
Be Body Hugged	Accept	8	2	10
	Tentative	4	0	7
	Refuse	-10	-2	0
Romantic Hug	Accept	5	2	10
	Tentative	5	0	7
	Reject	-10	-3	0
Be Romantically Hugged	Accept	8	2	10
	Tentative	4	0	7
	Reject	-10	-2	0
Flying Hug	Accept	9	2	10
	Refuse	-15	-4	0
Receive Flying Hug	Accept	8	2	10
	Tentative	4	0	7
	Refuse	-10	-2	0
<b>KISSES</b>				
Kiss Hand	Passionate	5	0	5
	Polite	4	0	4
	Deny	-5	-1	4
Have Hand Kissed	Passionate	5	0	5
	Polite	4	0	4
	Deny	-5	0	0
Kiss Polite	Passionate	6	1	7
	Polite	5	0	5
	Deny	-7	-1	4
Be Kissed Politely	Passionate	6	1	7
	Polite	5	0	5
	Deny	-6	-1	0
Kiss Tentatively	Passionate	8	2	8
	Polite	6	1	6
	Deny	-9	-2	4



# Prima's Official Strategy Guide

## Adult Social Interaction Results, continued

INTERACTION	RESPONSE	DAILY	LIFETIME	SOCIAL
		RELATIONSHIP CHANGE	RELATIONSHIP CHANGE	SCORE CHANGE
Be Kissed Tentatively	Passionate	8	2	8
	Polite	6	1	6
	Deny	-8	-2	0
Kiss Passionately	Passionate	13	4	10
	Polite	8	2	8
	Deny	-10	-3	4
Be Kissed Passionately	Passionate	13	3	10
	Polite	8	2	8
	Deny	-10	-4	0
Dip Kiss	Passionate	15	5	15
	Polite	10	2	10
	Deny	-15	-5	4
Be Dip Kissed	Passionate	15	5	15
	Polite	10	2	10
	Deny	-15	-5	0
<b>NAGGING</b>				
Nag	Giggle	-1	0	3
	Cry	-4	-1	3
Be Nagged	Giggle	-3	0	4
	Cry	-8	-2	-5
<b>PLEADING</b>				
Apologize	Accept	8	0	8
	Reject	-8	0	3
Be Apologized To	Accept	8	0	8
	Reject	-5	0	3
Grovel	Accept	12	0	8
	Reject	-12	0	3
Be Groveled To	Accept	12	0	8
	Reject	-5	0	3

**Adult Interaction Menu Triggers**

CATEGORY	INTERACTION	RELATIONSHIP REQUIREMENTS	DISPOSITION REQUIREMENTS
Ask	How Are You?	Daily > -80	Mood > -70
	How's Work?	Daily between -5 and 35, Lifetime < 40	Mood > 0
	Invite Downtown	None	At Home Only
	Invite Home	Daily > 55	Downtown Only
	Let's Hang Out/Date	None	Always Available Downtown
	Move In	Lifetime > 50, Daily > 50	Same Gender
	Propose	Daily > 75	Different Genders, In Love
	What Are You Into?	Daily between -5 and 35, Lifetime < 40	Mood > 0
	Fight	Daily < -40, Lifetime < 0	Mood < 0
Attack	Shove	Lifetime ≤ 30, Daily < -40	Mood < 0
	Slap	Lifetime ≤ 30, Daily < -40	Mood < 0
	Slapfight	Daily < -40	Playful ≥ 7, Mood < 0
	Boast	None	Daily < 50, Lifetime < 40
Brag	Flex	Daily < 50, Lifetime < 40	Body ≥ 4
	Primp	Daily < 50, Lifetime < 40	Charisma ≥ 2
	Comfort	Lifetime > 25, Friends	Outgoing > 3, Mood > 25, Subject's Mood < 0
Cheer Up		Lifetime > 5, Friends	Outgoing ≤ 3, Mood > 20, Subject's Mood < 0
	Encourage	Lifetime > 25, Friends	Charisma ≥ 2, Mood > 25
	With Puppet	Friends	Playful ≥ 6, Outgoing ≥ 4, Mood > 25, Subject's Mood < 0
Compliment	Admire	Daily between -10 and 40	Mood > 20
	Worship	Daily between -10 and 40, Lifetime between 20 and 80,	Nice > 3, Outgoing > 3 Mood > 20
Dance	Lively	Daily > 30, Lifetime > -25	Energy > 20, Mood > -20, Outgoing > 3
	Slow	Lifetime > 20	Energy > 10



# Prima's Official Strategy Guide

## Adult Interaction Menu Triggers, continued

CATEGORY	INTERACTION	RELATIONSHIP REQUIREMENTS	DISPOSITION REQUIREMENTS
Entertain	Joke	Daily > 0, Lifetime between -25 and 70	Playful ≥ 3, Mood > -10
	Juggle	Daily > -25, Lifetime between 0 and 70	Outgoing > 3, Playful > 4 Mood > 0
	With Puppet	Daily > -25, Lifetime between 0 and 70	Outgoing > 3, Playful > 3 Mood > 0
Flirt	Check Out	Lifetime between -10 and 10, Daily between 5 and 60	Mood > -20
	Growl	Lifetime between -10 and 10, Daily between 5 and 60	Mood > -20
	Backrub	Daily between 30 and 60, Lifetime > 30	Mood > 30
	Sweet Talk	Daily between 25 and 60, Lifetime > -50	Outgoing ≥ 7, Mood > 30
		Daily between 40 and 60, Lifetime > -50	Outgoing < 7, Mood > 30
Greet	Wave	Always Available	
	Shake Hands	Always Available	
	Air Kiss	Lifetime ≥ 5	None
	Kiss Cheek	Lifetime ≥ 20	None
	Hug	Crush	None
	Romantic Kiss	Crush	None
	Suave Kiss	Lifetime > 15	Outgoing ≥ 3
Hug	Friendly	Lifetime > 0, Daily > 15	Mood > 10
	Intimate	Lifetime > 10, Daily > 15	Mood > 20
	Leap into Arms	Daily > 40, Lifetime > 30	Mood > 25, Outgoing > 5
	Romantic	Daily > 40, Lifetime > 40	Mood > 35, Outgoing > 3
Insult	Shake Fist	Lifetime < 50	Nice ≤ 3
		None	Mood < 0
	Poke	Lifetime < 50	Nice < 3
		None	Mood ≤ 0
Kiss	Peck	Daily ≥ 20, Lifetime > 0	Mood > 0
	Polite	Daily ≥ 35, Lifetime > 15	Mood > 15
	Suave	Daily ≥ 25, Lifetime > 10	Mood > 0
	Romantic	Daily ≥ 55, Lifetime > 25	Mood > 25
	Passionate	Daily ≥ 45, Lifetime > 25	Mood > 15
	Deep Kiss	Love	Mood > 25

**Adult Interaction Menu Triggers, continued**

CATEGORY	INTERACTION	RELATIONSHIP REQUIREMENTS	DISPOSITION REQUIREMENTS
Nag	About Friends	Lifetime > 40	Mood ≤ -30
	About House	Lifetime > 40	Mood ≤ -30
	About Money	Lifetime > 40	Mood ≤ -3, Cash < §1,000
Plead	Apologize	Daily ≤ -10 Lifetime > 5	Mood ≤ -20
	Grovel	Daily > -20, Lifetime > 10	Mood ≤ -40
Say Good-bye	Shoo	Daily < -50	None
	Shake Hands	Daily > -50	None
	Wave	Daily > -50	None
	Kiss Cheek	Daily > -10	None
	Hug	Daily > 0	None
	Kiss Hand	Daily > 20	None
	Polite Kiss	Daily ≥ 20	None
	Passionate Kiss	Daily > 20 Daily > 40	Outgoing ≥ 7 Outgoing < 7
Talk	About Interests	None	Available in Ongoing Conversation
	Change Subject	None	Available in Ongoing Conversation
	Gossip	None	Mood > -25
Tease	Imitate	None	Playful > 5, Mood < 15
		Daily < -20	Playful > 5, Nice < 5
	Taunt	None	Mood < 30, Nice < 5
		Daily < -20	Nice < 5
	Raspberry	None	Mood < 15, Nice < 5
		Daily < -20	Nice < 5
Tickle	Scare	None	Playful ≥ 5, Mood < 30, Nice < 5
	Ribs	Daily > 10	Playful ≥ 4, Nice > 4
	Extreme	Daily > 10, Lifetime between 20 and 70	Playful > 3, Nice > 4



# Prima's Official Strategy Guide

## Adult-to-Child Interactions

### Adult-to-Child Interaction Success Requirements

CATEGORY	INTERACTION	RECIPIENT REQUIREMENTS
Brag		Mood > 50, Daily > 50
Cheer Up		Social ≤ 0 Daily ≥ 0
Entertain	Joke	Playful ≥ 2 Mood ≥ 30
	Juggle	Playful ≥ 2 Mood ≥ 30
Hug	Nice	Mood ≥ 20 Daily ≥ 10
	Friendly	Mood ≥ 20 Daily ≥ 10

CATEGORY	INTERACTION	RECIPIENT REQUIREMENTS
Insult		Daily ≥ 25
Play	Rough House	Mood ≥ 20
Scold		Mood ≥ -25
Tease	Scare	Mood between -10 and 15
	Taunt	Daily ≥ 10
Tickle		Mood ≥ 15, Playful ≥ 1

### Adult-to-Child Interaction Results

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Brag	Accept	5	0	10
	Reject	-5	-1	0
Be Bragged To	Accept	3	0	5
	Reject	-5	-1	0
Cheer Up	Accept	5	0	7
	Reject	-3	0	0
Be Cheered Up	Accept	10	2	7
	Reject	-10	-2	0
Entertain—Joke	Accept	3	1	9
	Reject	-6	0	0
Be Entertained—Joke	Accept	4	2	10
	Reject	-7	0	0
Entertain—Juggle	Accept	3	1	7
	Reject	-10	-2	0
Be Entertained—Juggle	Accept	4	2	10
	Reject	-7	-1	0
Hug—Nice	Accept	4	1	8
	Reject	-5	-1	0
Be Hugged—Nice	Accept	4	1	8
	Reject	-5	-1	0

**Adult-to-Child Interaction Results, continued**

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Hug—Friendly	Accept	5	2	10
	Reject	-10	-3	0
Be Hugged—Friendly	Accept	5	2	10
	Reject	-10	-2	-2
Insult	Accept	-10	-1	5
	Reject	-6	-3	0
Be Insulted	Accept	-14	-3	-7
	Reject	-12	-5	-10
Play—Rough House	Accept	3	1	9
	Reject	-6	0	0
Be Played With— Rough House	Accept	4	2	10
	Reject	-7	0	0
Scold	Accept	5	3	5
	Reject	-8	-3	2
Be Scolded	Accept	5	3	10
	Reject	-10	-2	-2
Tease—Scare	Accept	5	1	10
	Reject	-5	-1	0
Be Teased—Scare	Accept	5	1	8
	Reject	-10	-2	0
Tease—Taunt	Accept	4	0	7
	Reject	-3	0	-3
Be Teased—Taunt	Accept	4	1	7
	Reject	-10	-1	-7
Tickle	Accept	8	1	10
	Reject	-5	-1	0
Be Tickled	Accept	5	1	10
	Reject	-8	-2	0

**Adult-to-Child Interaction Menu Triggers**

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Brag		Mood < 10, Daily ≥ 10, Daily ≤ 50	None
Cheer Up		Mood ≥ 25, Daily ≥ 25	Mood ≤ 0
Entertain	Joke	Playful ≥ 4, Mood ≥ 40	None
		Mood > 50	None
Hug	Juggle	Playful ≥ 5, Mood ≥ 40	None
		Mood ≥ 50	None
Insult	Nice	Daily ≥ 30, Mood > 30	None
	Friendly	Daily ≥ 35, Mood > 35	None
		Mood ≤ -10	None



# Prima's Official Strategy Guide

## Adult-to-Child Interaction Menu Triggers, continued

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Play	Rough House	Playful ≥ 4, Mood ≥ 20 Mood ≥ 40	None None
Scold		None	Mood ≤ -10
Tease	Scare	Mood ≤ 5 Daily ≤ -5	None None
	Taunt	Mood ≤ 15 Daily ≤ -5	None None
Tickle		Playful ≥ 2, Mood ≥ 0 Mood > 30	None None

## Child-to-Adult Interactions

### Child-to-Adult Interaction Menu Triggers

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Brag		Daily ≥ 10, Mood ≥ 20	None
Cheer Up		Daily ≥ 5, Mood ≥ 0	Mood ≤ 0
Entertain	Crazy Dance	None	Social ≤ 50
	Handstand	None	Social ≤ 30
	Joke	Mood ≥ 0	None
	Perform Trick	Mood ≥ 10	None
Hug	Nice	Mood ≥ 30, Daily ≥ 30	None
	Friendly	Mood ≥ 35, Daily ≥ 35	None
Insult		Mood ≥ -10, Daily ≥ -5	None
Play	Rock-Paper-Scissors	Mood ≥ 50	None
Talk	Jabber	Daily ≥ 10	None
Tease	Scare	Daily < 10, Mood ≤ -10	None
	Taunt	Daily < 15, Mood ≤ -15	None
Tickle		Mood > 5	None

### Child-to-Adult Interaction Results

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Brag	Accept	5	0	10
	Reject	-5	-1	0
Be Bragged To	Accept	3	0	5
	Reject	-5	-1	0
Cheer Up	Accept	5	0	7
	Reject	-3	0	0
Be Cheered Up	Accept	10	2	7
	Reject	-10	-2	0
Entertain—Joke	Accept	3	1	9
	Reject	-6	0	0

**Child-to-Adult Interaction Results, continued**

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Be Entertained—Joke	Accept	4	2	10
	Reject	-7	0	0
Entertain—Perform Trick	Accept	3	1	7
	Reject	-5	-1	0
Be Entertained— Perform Trick	Accept	4	2	10
	Reject	-7	-1	0
Entertain—Crazy Dance	Accept	4	2	6
	Reject	-6	-1	0
Be Entertained— Crazy Dance	Accept	3	1	5
	Reject	-5	0	0
Hug—Nice	Accept	4	1	8
	Reject	-5	-1	0
Be Hugged—Nice	Accept	4	1	8
	Reject	-5	-1	0
Hug—Friendly	Accept	5	2	10
	Reject	-10	-3	0
Be Hugged—Friendly	Accept	5	2	10
	Reject	-10	-2	-2
Insult	Accept	-10	-1	5
	Reject	-6	-3	0
Be Insulted	Accept	-14	-3	-7
	Reject	-12	-5	-10
Play—Rock-Paper-Scissors	Accept	5	1	6
	Reject	-5	-1	-2
Be Played With— Rock-Paper-Scissors	Accept	7	2	6
	Reject	-9	-3	-2
Talk—Jabber	Accept	4	1	5
	Reject	-4	-2	-1
Hear Talk—Jabber	Accept	4	0	5
	Reject	-3	0	0
Tease—Scare	Accept	5	1	10
	Reject	-5	-1	0
Be Teased—Scare	Accept	5	1	8
	Reject	-10	-2	0
Tease—Taunt	Accept	4	0	7
	Reject	-3	0	-3
Be Teased—Taunt	Accept	4	1	7
	Reject	-10	-1	-7
Tickle	Accept	8	1	10
	Reject	-5	-1	0
Be Tickled	Accept	5	1	10
	Reject	-8	-2	0



# Prima's Official Strategy Guide

## Child-to-Adult Interaction Success Requirements

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Brag		Mood ≥ 20, Daily ≥ 10	None
Cheer Up		Mood ≥ 0, Daily ≥ 5	Mood ≤ 0
Entertain	Crazy Dance	None	Social ≤ 0
	Handstand	None	Social ≤ 0
	Joke	Mood ≥ 0	None
Hug	Nice	Daily ≥ 30, Mood > 30	None
	Friendly	Daily ≥ 35, Mood > 35	None
Insult		Mood ≤ -10	None
		Daily ≤ -5	None
Play	Rock-Paper-Scissors	Mood ≥ 50	None
Talk	Jabber	Daily ≥ 10	None
Tease	Scare	Mood ≤ 10	None
		Daily ≤ 10	None
	Taunt	Mood ≤ 15	None
		Daily ≤ 15	None
Tickle		Mood ≥ 5	None

## Child-to-Child Interactions

### Child-to-Child Interaction Success Requirements

CATEGORY	INTERACTION	RECIPIENT REQUIREMENTS
Annoy	Poke	Mood ≥ 0, Daily ≥ 15
	Push	Mood ≥ 0, Daily ≥ 10
	Kick Shin	Mood ≥ 0, Daily ≥ 5
Brag		Daily ≥ 20
Cheer Up		Daily ≥ 20
Entertain	Joke	Mood ≥ 20, Daily > -25
	Perform Trick	Mood ≥ 15, Daily ≥ -15
Hug	Nice	Mood ≥ 20, Daily ≥ 10
	Friendly	Mood ≥ 20, Daily ≥ 10
Insult		Mood > 0, Daily > 20
Play	Rock-Paper-Scissors	Mood ≥ 15
	Tag	Mood ≥ 15
Talk	Jabber	Mood ≥ 20, Social ≤ 5
	Whisper	No Data
Tease	Scare	Daily ≥ 30
	Taunt	Daily > 10 Nice > 3
Tickle		Mood ≥ 25, Daily ≥ 30

**Child-to-Child Interaction Results**

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Annoy—Push	Accept	-6	-1	6
	Reject	-6	-2	1
Be Annoyed—Push	Accept	-3	-1	6
	Reject	-7	-3	-1
Annoy—Poke	Accept	-4	0	7
	Reject	-4	-1	0
Be Annoyed—Poke	Accept	-2	0	3
	Reject	-5	-1	0
Annoy—Kick Shin	Accept	-8	-2	10
	Reject	-8	-5	2
Be Annoyed—Kick Shin	Accept	-6	-2	9
	Reject	-10	-8	-2
Brag	Accept	5	0	10
	Reject	-5	-1	0
Be Bragged To	Accept	3	0	5
	Reject	-5	-1	0
Cheer Up	Accept	5	0	7
	Reject	-3	0	0
Be Cheered Up	Accept	10	2	7
	Reject	-10	-2	0
Entertain—Joke	Accept	3	1	9
	Reject	-6	0	0
Be Entertained—Joke	Accept	4	2	10
	Reject	-7	0	0
Entertain—Perform Trick	Accept	3	1	7
	Reject	-10	-2	0
Be Entertained—Perform Trick	Accept	4	2	10
	Reject	-7	-1	0
Hug—Nice	Accept	4	1	8
	Reject	-5	-1	0
Be Hugged—Nice	Accept	4	1	8
	Reject	-5	-1	0
Hug—Friendly	Accept	5	2	10
	Reject	-10	-3	0
Be Hugged—Friendly	Accept	5	2	10
	Reject	-10	-2	-2
Insult	Accept	-10	-1	5
	Reject	-6	-3	0
Be Insulted	Accept	-14	-3	-7
	Reject	-12	-5	-10



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## Child-to-Child Interaction Results

INTERACTION	RESPONSE	DAILY RELATIONSHIP CHANGE	LIFETIME RELATIONSHIP CHANGE	SOCIAL SCORE CHANGE
Play—Rock-Paper-Scissors	Accept	5	1	6
	Reject	-2	-1	0
Be Played With— Rock-Paper-Scissors	Accept	7	2	6
	Reject	-9	-3	-2
Play—Tag	Accept	No Data		
	Reject	No Data		
Be Played With—Tag	Accept	No Data		
	Reject	No Data		
Talk—Jabber	Accept	4	1	5
	Reject	-4	-1	-1
Hear Talk—Jabber	Accept	4	0	5
	Reject	-3	0	0
Tease—Scare	Accept	5	1	10
	Reject	-3	0	0
Be Teased—Scare	Accept	5	1	8
	Reject	-10	1	0
Tease—Taunt	Accept	4	0	7
	Reject	-5	-1	-3
Be Teased—Taunt	Accept	4	1	7
	Reject	-10	2	-7
Tickle	Accept	8	1	10
	Reject	-5	-1	0
Be Tickled	Accept	5	1	10
	Reject	-8	-2	0

## Child-to-Child Interaction Menu Triggers

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Annoy	Poke	Mood ≤ -20	None
	Push	Mood ≤ -10	None
	Kick Shin	Mood ≤ -30	None
Brag	Daily ≥ 10, Mood ≤ 20		None
Cheer Up	Mood ≥ 0		Mood ≤ 0
Entertain	Joke	Mood ≥ 25	None
	Perform Trick	Mood ≥ 25	None
Hug	Nice	Mood ≥ 30, Daily ≥ 30	None
	Friendly	Mood ≥ 35, Daily ≥ 35	None
Insult	Mood ≤ 0		None
	Daily ≤ -10		None
Play	Rock-Paper-Scissors	Mood ≥ 50, Daily ≥ 25	None
	Tag	Mood ≥ 0, Daily ≥ 30	None

**Child-to-Child Interaction Menu Triggers, continued**

CATEGORY	INTERACTION	INITIATOR REQUIREMENTS	RECIPIENT REQUIREMENTS
Talk	Jabber	Daily ≥ 10	None
	Whisper	Mood ≥ 15, Daily ≥ 15	None
Tease	Scare	Mood ≥ 20	None
		Daily > 0	None
	Taunt	Mood ≤ 15	None
Tickle		Daily > 15	None
		Mood ≥ 5	None

**SIMS SUPERSTAR Social Interaction Requirements****Peer Levels**

Key	
A	Initiator
B	Recipient
LTR	Long Term Relationship
STR	Short Term Relationship
>	Greater than
<	Less than

FAME LEVEL	PEER RANGE	WIDENET PEER RANGE
0 or 1	0-3	0-5
2	0-4	0-6
3	1-5	0-6
4	2-5	1-7
5	3-6	2-7
6	3-7	2-8
7	4-9	4-10
8	6-9	5-10
9	7-10	5-10
10	8-10	6-10

**Fame Socials (FameA > 0)**

SOCIAL INTERACTION	MENU TRIGGER	ACCEPT/REJECT REQUIREMENTS
Greet: Wave	FameA > 0	If FameA > FameB, STR > -10 OR If NiceB > 8, STR > -20 OR If FameB < 50, STR > -10, If FameA < 20 Accept; All else reject
Greet: Shake Hands	FameA > 0	If FameA > FameB, STR > -30 OR If STR > -40 accept; If NiceB < 3 reject; All else reject
Greet: Star Kiss	FameA > 0	If FameA > 15, STR > -40 accept; All else reject
Give: Autograph	FameA > 3, MoodA > -30	If FameA > FameB, FameA > 23, A/B fame NOT A PEER, STR between -10 and 35, LTR < 40 OR If FameA > 5, Creativity > 8, Charisma > 5, MoodB > 0, FameB < 100 OR If FameA > 10, Creativity > 9, Charisma > 9, MoodB > 20 then accept autograph; All else reject (crumple) autograph



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## Fame Socials ( $\text{FameA} > 0$ ), continued

SOCIAL INTERACTION	MENU TRIGGER	ACCEPT/REJECT REQUIREMENTS
Talk: About Self	$\text{FameA} > 3, \text{MoodA} > -10$	If $\text{FameA} > \text{FameB}$ , OR  If A/B Fame is PEER, $\text{MoodB} > -20$ OR If $\text{CharismaA} > 8$ , OR  If A/B Fame is WIDENET PEER, $\text{SimA} = \text{HighFashion}$ then accept; All else reject (act bored)
Brag: About Starpower	$\text{FameA} > 3$	If $\text{FameA} > \text{FameB}$ , $\text{STR} > 0-25$ , A/B Fame is NOT A PEER OR If $\text{FameA} > \text{FameB}$ , $\text{CharismaA} > 8$ , $\text{HygieneA} > 0$ , OR If A/B Fame = PEER, $\text{HygieneA} > 0$ , $\text{SimA} = \text{High Fashion}$ , $\text{Charisma} > 3$ . then accept; All else reject
Talk: About Biz	$\text{FameA} > 5, \text{MoodA} > -20$	If A/B Fame WIDENET PEER and $\text{MoodB} > -40$ , OR If $\text{FameA} > \text{FameB}$ OR If $\text{STR} > 30$ , $\text{MoodB} > -20$ then accept; All else reject (bored)

## Fan Socials ( $\text{FameA} < \text{FameB}$ )

SOCIAL INTERACTION	MENU TRIGGER	ACCEPT/REJECT REQUIREMENTS
Compliment: I'm Your Biggest Fan!	$\text{FameA} < \text{FameB}, \text{MoodA} > -20$ , $\text{FameB} > 30$	$\text{MoodB} > 0$ , $\text{STR} < 30$ , $\text{FameA} < 55$ OR $\text{MoodB} > -40$ , $\text{STR} < 30$ , $\text{NiceB} > 8$ , $\text{FameA} < 30$ , then accept (compliment, freak out); All else reject (brush away)
Ask: For Autograph?	$\text{FameA} < \text{FameB}, \text{MoodA} > -10$ , $\text{BFame} > 23$	If $\text{MoodB} > -20$ , $\text{STR} < 30$ then accept; All else reject (brush away)
Ask: Can I Hug You?	$\text{FameA} < \text{FameB}, \text{MoodA} > 0$ , $\text{FameB} > 30$	If $\text{MoodB} > 20$ , $\text{OutgoingB} > 4$ , $\text{STRB} > 0$ , $\text{HygieneA} > -10$ , OR $\text{BodyA} > 4$ , $\text{MoodB} > 0$ , $\text{HygieneA} > -10$ , then accept; All else reject (brush away)
Compliment: I'm not worthy	$\text{FameA} < \text{FameB}, \text{MoodA} < 0$	If $\text{MoodB} > 40$ ; All else reject

**Peer Socials (FameA = FameB, see Peer Level table)**

SOCIAL INTERACTION	MENU TRIGGER	ACCEPT/REJECT REQUIREMENTS
Ask: Stage Photo Op?	FameA > 25, FameB > 25, MoodA > 0	If MoodB > -40, STRB > 15, A/B Fame WIDENET PEER, A = High Fashion, OR  If MoodB > -40, STRB > 15, A/B Fame PEER, then accept (good photo); All else reject (talk to the hand)
Ask: Stage Publicity Event?	FameA > 25, FameB > 25, A/B Fame PEER, MoodA > 0	MoodB > -10, STR > 25 opposite gender, then accept (Big Kiss) OR MoodB > -10, STR > 25 same gender, then accept (Mock Fight) OR MoodB < -20, then Mega-reject (Push Fight), STR < -20, then Mega-reject (Push Fight); All else reject (Talk to the hand)
Compliment: Star Quality	FameA > 5, FameB > 5, FameA < FameB, MoodA > -5	A/B Fame = PEER, MoodB > -30 OR A/B Fame = WIDENET PEER, MoodB > 0 OR A/B Fame = NOT A PEER, STR 25, then accept (Do you really think so?); All else reject (Are you talking to me? and Shoo!)
Ask: Weren't You in the Tabloid?	MoodA > -70, FameB > 0	If MoodB > -40, STR between -10 and 35, LTR < 40, AFame > = Bfame, then Accept (Talk); If MoodB > -40, STR between -10 and 35, LTR < 40, AFame < BFame then Accept (Brag/Boast); If FameA < FameB and A/B Fame > 400, Reject (Don't you know who I am? and Shoo!); All else reject

**Celebrity Socials (FameA > FameB)**

SOCIAL INTERACTION	MENU TRIGGER	ACCEPT/REJECT REQUIREMENTS
Give: Kiss	FameA > FameB, MoodA > 20, OutgoingA >	If A/B Fame = NOT A PEER, FameB < 50, MoodB > -5 OR PlayfulB < 8, MoodB > -10, then accept (star struck kiss); If HygieneA < -20, reject; All else reject (push away)
Ask: Were you admiring me?	FameA > 5, MoodA > -30	FameA > FameB, FameB < 50, A/B Fame = NOT A PEER, STR between -10 and 35, LTR < 40, MoodB > -30 OR A/B Fame = PEER, PlayfulB > 7, MoodB > 0 OR A/B Fame = PEER and BodyA > 8 OR A/B Fame = PEER and CharismaA > 8; If A/B Fame = PEER, SimA = HighFashion, OR OutgoingB > 4, then accept (Coy Giggle); All else reject (Slap)



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## Sims Superstar Social Interactions

### NOTE

The Fame Change values noted in the following table reflect the behind-the-scenes compilation of points that determines when a player reaches the Fame requirement for promotion or demotion. The value changes listed below are not immediately visible in the game, unless the change is enough to push a player up or down to the next level (if all other requirements are met).

### Superstar Socials: Initiator

INTERACTION	RESPONSE	FAME CHANGE	SOCIAL MOTIVE CHANGE	DAILY RELATIONSHIP CHANGE
I'm your biggest fan!	Accept	0	7	6
	Reject	0	1	-2
Ask for autograph	Accept	0	6	4
	Reject	0	1	-1
Ask for hug	Accept	0	6	4
	Reject	0	1	-1
Stage Photo Op?	Accept	4	5	5
	Reject	0	0	-2
Stage Publicity Event?	Accept	5	7	5
	Reject	0	0	-2
Were you in tabloid?	Accept	0	5	3
	Reject	0	0	-2
Compliment Starpower	Accept	0	5	5
	Reject	0	0	-5
Talk about self	Accept	1	10	7
	Reject	0	0	-5
Give autograph	Accept	1	5	2
	Reject	0	0	-3
Talk about Biz	Accept	0	6	5
	Reject	0	0	-2
Give Star kiss	Accept	0	2	2
	Reject	0	0	-4

**Superstar Socials: Initiator, continued**

INTERACTION	RESPONSE	FAME CHANGE	SOCIAL MOTIVE CHANGE	DAILY RELATIONSHIP CHANGE
Were you admiring me?	Accept	0	2	2
	Reject	0	0	-2
I'm not worthy	Accept	0	6	6
	Reject	0	1	-2
Brag about Starpower	Accept	0	4	3
	Reject	-10	0	-5
Give air kiss	Accept	0	1	1
	Reject	0	-1	-1
Greet with shake hands	Accept	0	1	1
	Reject	0	-1	-1
Greet with wave	Accept	0	1	1
	Reject	0	-1	-1

**Superstar Socials: Receiver**

INTERACTION	RESPONSE	FAME CHANGE	SOCIAL MOTIVE CHANGE	DAILY RELATIONSHIP CHANGE
I'm your biggest fan!	Accept	1	4	4
	Reject	-1	1	-2
Ask for autograph	Accept	1	2	1
	Reject	-1	1	-1
Ask for hug	Accept	1	4	3
	Reject	0	1	-1
Stage Photo Op?	Accept	4	5	3
	Reject	-4	0	-2
Stage Publicity Event?	Accept	5	7	5
	Reject	0	0	-2
Were you in tabloid?	Accept	0	5	3
	Reject	0	0	-2
Compliment Starpower	Accept	0	17	5
	Reject	0	0	-5



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## Superstar Socials: Receiver, continued

INTERACTION	RESPONSE	FAME CHANGE	SOCIAL MOTIVE CHANGE	DAILY RELATIONSHIP CHANGE
Talk about self	Accept	0	5	3
	Reject	0	0	-7
Give autograph	Accept	0	5	10
	Reject	0	0	-3
Talk about Biz	Accept	0	6	5
	Reject	0	0	-2
Give Star kiss	Accept	0	2	2
	Reject	0	0	-4
Were you admiring me?	Accept	0	2	2
	Reject	0	0	-2
I'm not worthy	Accept	0	6	1
	Reject	0	1	-4
Brag about Starpower	Accept	0	4	3
	Reject	-10	0	-5
Give air kiss	Accept	0	1	1
	Reject	0	-1	-1
Greet with shake hands	Accept	0	1	1
	Reject	0	-1	-1
Greet with wave	Accept	0	1	1
	Reject	0	-1	-1